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to do is fill out this form.



A Friend Into Sides Trouble.







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'm a 19-year-old artist who loves Zelda. When I was in the 7th grade I had potential to be a good artist, but I lacked creativity. Since I had no real interests, I didn't work on my ability. But that changed when I received The Legend of Zelda on my 13th birthday, I was hooked instantly. When I wasn't playing it, I was drawing it. I tried so hard to draw Link just like the instruction booklet. As I grew older, I expanded and drew new poses and made up my own characters. I now have my own style and I enclosed my own unique Link as an example. Thank you Nintendo for inspiring me through those critical years. You've helped me to let my imagination go and now I draw nearly anything. Who would have thought that a little character like Link could have such an impact? I'm going to college now to major in graphic design. Thanks again. Susan Van Sant Tracy, IA





enjoyed reading your article on the making of Super Empires Strikes Back. You should have an article on all the steps there are to make a video game.

Andrew Ortega Panorama City, CA

In your September issue in Player's Pulse, you asked how I liked the Making of Super Empire Strikes Back article. I loved it! And I definitely want to see more! I'm very interested in how video games are made, and your article was very informative. You should print articles like this as often as possible. I can't wait until the next one!

Ben McBride Fort Lauderdale, FL

like the fact that the first "The Making of" article was based on Super Empire Strikes Back, but that's still not enough to make it an interesting section. I think this article is boring and a cheap way of killing space. Why don't you use space to increase coverage for Classified Information or Counselors' Corner?

Danny Miu Elmhurst, NY

Thanks for the input, Danny, but like the saying goes: "Everyone's entitled to their own opinion." Yours just happens to be in the minority. Almost every response wanted to see more of this type of article.

The topic is: How does this Bonus Issue stack up against last year's Bonus Issue? Let us know your thoughts on the special articles and extra goodles!

NINTENDO POWER PLAYER'S PULSE
P.O. BOX 97033



onathan Hoff. Hutchinson, Minnesota was selected as the Grand Prize winner of the Player's Poll Contest in Volume 42. A trip to beautiful Hawaii to watch the 1993 NFL Pro Bowl was the prize. Jon and his father, Gary, stayed at the same hotel in Honolulu that many of the players staved at, so they got a chance to meet some of them. Poolside with the pros. Pretty rough, huh? The weather. of course, was excellent. Ouite a change from the weather in Minnesota. In fact, when we made the call to Ion to inform him that he had

won the Grand prize, he was just getting back home-from riding a snowmobile!



Just in case the action in the football game got a little slow, as Pro Bowls often do, Jon and Gary had a couple of fresh copies of Nintendo Power on hand!

EDITOR'S CORNER

Ah, the first issue of 1994! And we're aoina POG wild. All Super Power Club members are receiving a very spe-

cial set of Mega Man X milk caps with this, the January '94 Bonus Issue. Once you've punched the six milk caps out of the carrier sheet, you can do several things with them. For starters, you can play with them! If you don't know how to play the milk cap game, check out the inside back cover of this issue to find

out. All Club members in Hawaii will know what to do with them because milk caps are all the rage on the islands. Whatever you do, hang on to them, because like trading cards-they're very collectible.

Gail Tilden Editor in Chief

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DAME COUNSELI (TDD 1-206-883-9714)

Call our Game Counselors for help between 4 a.m. and midnight Pacific time, Monday through Saturday or 8 a.m. and 7 p.m. Sunday, It's long distance, so before you call, be sure to get permission from whoever pays the bill.

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DR. LIGHT'S LEGACY

Dr. Cain uncovered Dr. Light's lab many years after the brilliant scientist had departed from this world. Buried under several meters of top soil and rubble was X, the most advanced robot the world had ever seen. This robot

actually had the ability to think and reason. Using X as a model, Dr. Cain began producing "reploids," a whole new line of robots based on X. Less than a year passed before something went wrong with the reploids. Uh-oh.

HANGIN' WITH X

No longer does "not quite" making a jump spell instant doom for Mega Man. X is equipped with an enhanced traction control system, which allows him to stick to the walls. He will slide, because of the forces of gravity, but can he boost himself back up.



X couldn't quite clear this extra-long gap, but by clinging to the vertical portion of the bridge, he can jump up until he makes it up to the top.

Don't get caught in Chill Penguin's chilly freeze ray. He'll crash right through the ice penguins and into you! Stay back or better yet, stay up on

the walls and blast away at him.

X-PLOSIVE

Far superior to the Mega Buster, X's X-Buster takes the power of his trusty Arm Cannon to new levels! With his Variable Weapon System, X can now switch between the X-Buster and any other weapon he has acquired by pressing the L and R Buttons.



Blowing things up is cool. X can Power-Up any of the special weapons that he acquires, not just the X-Buster, Dr. Light really had it goin' on!

ZERO THE HERO

ZERO saves X from Sigma when they meet for the first time at the end of the introductory stage. X hopes that he will be able to join forces with the leader of the Maverick Hunters. Before he can do that, he must improve his weapons systems.



ZERO offers X some digital words of encouragement after he saves him from certain doom at the hands of Sigma. The challenge begins at this point!

VOLUME 56





stage, everything will be ablaze and you

handle after Chill Penguin has been iced.







Flame Mammoth's lair is larger than other boss hideouts. Make good use of the Acceleration System to sprint away from the fire shooter. Blast him from afar with the weapon you picked up from Storm Eagle.





TO A







AUNCH OCTOPUS

Launch Octopus' stage is probably one of the most difficult out of the initial eight. The strength of the mayerick robots and

the danger of the natural surroundings makes it that way. If you get swallowed by a mechanical fish (and you probably will). just shoot your way out. Make sure you sink the floating sub and take the big plunge with it



When X disables the sub-it will sink to the bottom of the area Proceed to the right after I sinks to find another Heart Tank







STING CHAMEI

This stage is probably one of the easiest stages in the game. There aren't a lot of unexpected enemies that show up and when they do. X

has more than enough power to bust them to bits. Use an acceler-









A long leap after a quick dash frem a ledge is what X needs to get to this particular Heart Tank.







Marchael Jackson

LAUNCHING AN ATTACK

The worst thing to do when fighting Launch Octopus is to let him get his mechanical tentacles wrapped around you. Whereas most bosses only deplete your energy when they come in contact with you, Launch Octopus will actually absorb X's energy if he has him in his clutches. The Shield weapon from Armored Armadillo works great at long range. Use it or lose it, X':



Oh, not The evil Launch Octopus got a hold of X and is in the process of draining his energy



The weapon that X got from Armored Armadillo is just what X needs to do the trick on the octo-boss





Taking over the controls of a mach, X can take a break and let another machine to some of his dirty work for him!



redrigates to the first the first the release selection to the

A SNEAK ATTACK!

Like the predator that he is, Sting Chameleon cloaks himself and moves around in his lair before finally revealing himself and attacking. Try to dodge the spikes that fall from above.



Visit Boomer Kuwanger's stage first in order to get his Boomerang Cutter weapon. Use it on Sting Chameleon.



BOOMER KUWANGER

TO A

Mostly vertical in its orientation. Boomer Kuwanger's stage is a tester. Jumping from platform to platform and from ledge to ledge while dealing with enemies coming at you from directly above can be quite a pain. Make good use of the Shield that you obtained from Armored Armaeillo when ascending through the tricky areas.









AFTER THE EIGHT

When X dispatches all eight stage bosses, he meets up with ZERO again. This time, Vile gets the best of ZERO and it's X's turn to uphold justice and carry on the mission of the Maverick Hunters. Several more bosses await X as he enters the final stage.





MEGA MAN X

Take out any enemies on the platforms before thrashing any enemies on the ladders. Remember, X can jump and cling to the wall while the moving ledges retract intitle wall. This well save him from falling back down.







TAKE THE BULL.

The saying goes, "Take the bull by the horns." Well, even though Boomer Kuwanger has horns, you really don't want to get anywhere near them. What you should do, however, is switch X's weapon to Homing Misswitch X's we



A direct hit with a Homing Missile is about to connect with the charging Boomer Kuwanger

siles and fire them constantly at Boomer Kuwanger. Jump up and cling to a wall if he charges at you. He'll try to impale and throw X with his horns



Ouch! X got stuck with Boomer Kuwanger's horns and was thrown up to the ceiling Smash!

X MEETS UP WITH SIGMA

If anything is disappointing about Mega Man X, the game, it would have to be the final stage. Not because it's not challenging, but because it's not

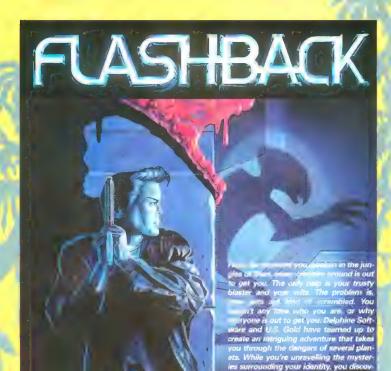
long enough. We want more!!! In the long vertical shaft before you reach Signal's Dog, make sure you are fully Powered-Up by thrashing the green categorillars.



This is how you want your sub-screen to look before you go in to do battle with Sigma'

is this the final boss? It's big enough to be, but we're not gonna tell you

Yes! X applies the final crushing blow to Sigma. Or does he? The game's not over yet, X Go for your Sub Tanks if you need them!



When players first begin playing FlashBack, the animation and graphics will blow them away. Each of the character's movements have been painstakingly detailed, creating an interactive movie. The entire look of the game is reminiscent of Out of this World, only the movement and the play control is much improved. Players will have trouble getting used to the controller functions, but with practice, they become second nature. The story line is very involving, drawing you into the plot



sequences help weave an intrigu ing mystery for players to solve Very little is revealed at first.



er an alien conspiracy attempting to rule the Earth. Can you stop them in time? 1993 De omne Schware international/U.S. Cord. inc

the story unveils itself, urging players to continue onward



ALL THE RIGHT MOVES

FLASHBACK

The character's movements and action have been animated with great detail, giving the game a very realistic look. Because there are so many different moves you can perform, the play control may seem complex when you first begin playing. It becomes much easier to handle once you remember that all the moves center around the Y Button. For example, if you press Left, you will walk, but if you hold Y and Left, you will run.



Most of your character's moves are performed by pressing the Y Button. Lower yourself off a ledge by holding Y and pressing Down on the Control Pad.



You can set up your next move while you're said doing the first. If you peaks A while you're droppin down, you will draw your gun as soon as you land





INTERACTIVE MOVIE

The game graphics are great, but it is the animation sequences that keep the plot line moving. After you complete each stage, there is a scene that takes you to the next area. Each scene includes more of the story, revealing more clues for the player. Connecting the stages with moving animation gives FlashBack a movie-like quality, which is both entertaining and informative to the player.



Close-up animetion sequences fill in the gaps between stages, keeping the story line flowing.



Although you can't be hart during the story sequences, you may find yourself storogs out in some sticky situations—sometimes with a we

OTHER WORLDS

As the game progresses, you will travel to new and different worlds. Each stage becomes harder than the last, challenging you with a wide range of powerful enemies and traps. If you are up to the challenge, your quest will take you into the dangers of the Cyber Tower, back to an alien infested Earth, and off to the alien home planet to end the crisis once and for all.



Later in the game you will visit the aliens home, as you attempt to step their invasion. You are planet Earth's only hope!

In the Cyber Tower, you must test your skills against eight levels of cyborgs and attack drones before you can win passage back to Earth.



THE TITAN JUNGLE

midst of a steamy jungle. Nothing is familiar. You haven't any idea where you are, or even who you are. A nagging feeling of langer surrounds you. Blaster in hand, you set

Stiming from unconsciousness, you find yourself in the off into the jungle to face the perils of a forbidden planet. Finding your identity before your enemies find you is too priority. The mystery lies all around for you to unravel as darkness settles across the jungle



- Get the Holocube that is sitting in the top left corner of the screen. You will get a clue and open the gate at A4
- Hitting the trigger on the right side of the screen will open the gate. Shoot the mutant to get the cartridge
- Be sure to climb up and over the deadly green ray Walking through it will prove fatal to the unwary traveler
- Avoid the flashing mines and hit the C6 trigger When the lift lowers, climb up to the Generator and charge the Cartridge.
- Use the triggers to move the lift out of your way Just jump over the triggers that move the lift the wrong way
- The injured man in the corner needs help. Find the teleporter and bring it to him and he'll give you the IO Card
- This gap is too large to jump! If you use the fully charged Cartridge on the Lock, a bridge well span the chasm
- The Teleporter is resting on the lift. Place the Stone on the trigger to keep the lift rising out of reach

- Return to the injured man and use the Teleporter After he is cone, you will find the ID Card on the ground
- Use the ID Card to gain access to the next area. The gate will only open when you use the ID on the Card Lock.
- When you drop to the bottom of the screen, immediately crouch down. Th laser cannon will blast you if you don't
- New Washington lies at the bottom of that hole. You'll need to find 500 credits to get the Anti-G Belt.
- Use the switch to turn off the deadly green ray, but jump over the trigger or the ray will turn back on.
- Throw the stone toward the mutant to make him turn around. When he faces the other way, drop down and shoot him
- Grab both the Key and the 5D Credits that are laying on the ground. The Key D will let you out of this area
- There are 500 Credits sitting in the top D corner of the room. If you hit the trigger,
- After you give the old man the 500 Credits. jump into the pit. The Anti G Belt will safely take you to the next stane

SHOOTING

All of the mutants that roam throughout this stage are armed and dangerous. Draw your gun before you drop down so you will



Mutants can be dangerous, so be ready for a fight! Walk up to the edge above the mutant, and draw your gun before you drop down on them



You will land in a crouched position with your gun drawn and ready to fire. If you catch them by surprise, you won't get shot

NEW WASHINGTON

After you escape from the jungles of Titan, you will find require their fair share of gunslinging. As you work yourself in the wild urban jungles of New Washington through the streets, remember, anyone could be an While you are in the city you must earn enough money to enemy! Have your Blaster and your Force Field ready it.



FIND THE FORGER

game show is the only way you are get back to Earth. Visit Jack outside the case to get the Faise Papers you need.

toward the ledge. Hold Y until







TAKE THE TRAM All the areas of New Washington are accessible by Tram. To travel to another area, stand on the dock so that you are out of view behind the tram. Hold the Y Button until the tram leaves the dock. When you want to exit, press the Y Button again.

The Iram System will take you wherever you need to no. If you miss it the next one will be by soon



All the areas you must travel to are well marked on your map. Select the map, then press B to view it.



RESTRICTED #1

While you may enter the other restricted areas during this stage. Restricted Area will remain off limits. You will need the Police here later in the game.



EMPLOYMENT OFFICE

Shield and save the game while you're here.



UR OPA

The state of the s

After viewing the requirements of the jet, use the Work Perrait to validate the mission; otherwise you won't be paid.

TO THE TOWER

After you have completed all the jobs at the Employment Center, and have purchased the forged papers, return to the

Cyber Tower.
Here you can
attempt to
win a ticket
back to Earth



Give the man at the counter your papers and you can try your combat skills in the Cyber Tower

AFRICA

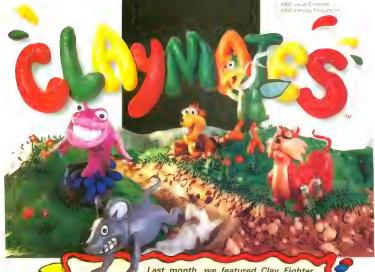
ADMINISTRATION

mit. You must struggle through the bureaucratic red tape of the Administration Center in order to see the boss. When you give him your ID Card, he will issue you the Permit.



GOOD LUCK!

Getting to the Cyber Tower is only the tip of the iceberg in this game. More of the problem will reveal itself when you arrive back on Earth. Where is this alien force coming from? And why? Finding the answers to these questions will require some careful exploring and heavy blaster fire!



Last month, we featured Clay Fighter. This month, another impressionable Interplay offering takes shape on the pages of Power: Claymates! Whereas Clay Fighter is a street fighting game, Claymates is all action. Well, mostly action. There is a puzzle-type element involved in the scenes between stages.



The graphics are not highly detailed but they re fun and fit the overal. Claymates theme



Clayton will have to gorde a pair of robots to obtain the necessary items to eliminate the obstacles that block his path to the next stage

This game is really fun! "Sure." exclaim, "you say that about most games" Well, we can say that about most games because we only review the good ones! Claymates certainly fits the good game mold (pun intend ed). Lately, it seems like it's getting harder and harder to find a side-scrolling action game that can hold your attention long enough for you to reach the big bad boss at the end of the stage You just know he's there waiting Claymates can do it! The variety of characters and stages, the whimsion story line and the good play control add up to a winner. It's not just hop jump, duck, slash, and do it all over again. There are plenty of different things happening throughout the same. What's more, the fun factor is only boosted by the fact that Claymates is a big game. Most of the stages are vast. Check out our maps for proof of that fact!



Collecting the letters C L A Y at the end of the stages leads you to a Bonus Stage



Speaking of that Bonus Stage here is one of them! It's kind of like a huge pinball machine.



Another Bonus Stage will challenge your sense of direction and reflexes. Follow the bouncing clay

CLAY CLAN

Clayton, the star of the show, is just a regular ol' ball of blue clay. However, by bumping into other strategically-placed clay caches, he'll be transformed into one of the five other Claymates. As you will see, the Claymate

Power-Ups that Clayton finds are well-suited for each particular area that he must travel through. Accordingly, each Claymate has dissimilar abilities and different methods of attack. Pay attention.

MUCKSTER This clay cat can climb trees with the bast of

This clay cat can climb trees with the best them and has good jumping ability.



OOZY

Onzy is faster than a hedgehog. And like hedgehogs, he's difficult to control. Rats!





He can only be out of water for 10 seconds, but underwater, he's an ace clayfish.

GLOBMEISTER

This acorn-huckin' chipmunk has excellent attack power Multiple acorn shots can be delivered





With a running start, this bird can fly for short distances





CONTRAPTION

Throughout the whole game, the Claymates will come across various machines and specialty Items that they can use to their advantage. Don't pass 'em up!

MUTASIZERS



funnel to access the

powers of the machines.

There are three types of these odd-looking Mutasizers. Each one performs a different function that serves the Claymaters A abstracts all of the diamonds in the area. B makes diamonds that were once invisible appear. C drops a hammer that makes all enemies in the vicinity fraces for a few seconds. This is especially helpful because it lets you approach and pass enemies without fear.



GEO-SHAPES



To unlock the pink Bonk Boxes collect these (tems. If a box shows a gold Item, you can open it.







D gives you a balloon with a platform attached to it that tiffs a Claymate to now heights. § lets a tormado out of the box. It seems out more down enemies. F allows the eye that appears from the box to see once invisible diamonds. G opens the red door that appears from a box to lake you to a Bonus.

area Collect mass diamonds!



THE VILLAGE



leremy's Yard

Streets of Clay

Moldy Lane

layton's goal in each stage is to reach the Goal and exit the stage. He'll need the help of the Claymates to get him where he needs to go! Don't pass up the chance to transform Clayton. To help you out and give you a sampling of the game, we've included a tip for each of the levels in Stages 1-4.

A THE SECRET DOOR

It you have obtained the round Geo-shape, you can enter a sacret area. Take a ride on the balloon platform up as high as it can go and then open the other Bonk Box with the round Geo-shape on it. Enter the door







B UP, UP, AND AWAY!

Muckster's got great springs! With his excellent jumping ability, you should be able to cat-apult the feasty feline high into the air. Who knows what you might find high in the sky? Remember, Muckster can dig in with his claws and climb trees like any other cat. This is a valuable asset, especially in the Village state.





THE PACIFIC

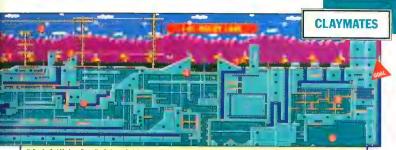
s fate would have it, the action gets more difficult (and more interesting) when Clayton ends up in the Pacific. Goopy makes his first appearance here and will be called upon many times because there is a lot of territory to be covered... underwater. The puzzles in between stages also get a bit more difficult to complete in the Pacific. They're not overly difficult, though. Just keep moving things around until you find a way into the next stage





1) Rude up on the lifts. 2) Clear the "Good Job" balloon marker and grab the Gloopy Power-Up before going down into the water. 3) Snag the round Geoshape and proceed to the right. 4) Avoid the roving mines and go up.

5) Before geing to the Goal go up to the left and through the secret passage to collect a wealth of goodies.



 Get the 2nd Muckster Power Up. 2) Jump off of the pole and down onto the clouds. 3) Depress the switch and then work your way down to the bottom left corner of the area before proceeding to the right. 4) Depress the 2nd switch. 5) Degress the 3rd switch 6) Go up through the opening now that the steam valves have been shut down 7) Drop down into the sewer here 8) Depress the 4th switch 9) Meet Ben.

C EXPOSED WIRES

These power cables are hot! Electrical charges run back and forth along them. Any smart Claymate will avoid the sparks by jumping over them. Just watch out for the baes. Several hives have been constructed among the power poles.





D SWITCHES

By jumping on and depressing the switches, the steam release valves will be shut down. It's basically impossible to make it past a steaming valve without taking a hit. The best plan is to seek out the switches and shut them down.







Glom onto a Globmeister Power-Up and start hurling a multitude of acorns at this floppy-eared clay hound!

A HIDE-A-WARP

it looks like a solid wooden barrier, but Oezy can go through and touch the warp in the photo below. Remember to always look for odd places like this. They do exist!



B INVINCI-DASH

If any of the Claymates drop down through the funnel into one of these Mutasizers, they'll become invincible for a few seconds. You can run right through any obstacle or enemy!



C CLAY SHOOT

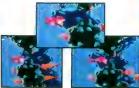
If you get a 2nd Power Up for Gloopy, you can shoet a clay ball through barriers like this one. It's great for taking out enemies when they have no chance of getting at you'





D SHOOT FIRST

There are several enemies, including an electric eel, that you shoot through this opening before proceeding up and around. It's much harder to get them from above.





If you don't have a 2nd Power-Up for Gloopy, take a quick swim through the caves to find one. Wait on the ledge on the right side of the clammy boss' area and fire away at Carky.

3 JAPAN



The Claygoda

the land of the rising sun, but here he is! The enemies are more aggressive here and a lot of them require more than one hit to defeat, especially the little sword-wielding samurai dudes. Don't be distracted by the lush, green scenery. There are much more important things to be looking for—the things that are looking for you! The between-stage puzzle screens begin to present a decent challenge in Japan. Again, this feature of the game really helps to break up the action sequences. You can take your time to complete these screens and there's nothing that's out to get you, either!



4 AFRICA

ore treachery is waiting for Clayton and the Claymates when they trek to the continent of Africa. What a place to land, especially after getting shot out of a giant cannon! We're not sure what part of Africa Clayton lands in, but it's certainly not the desert. The puzzle screens between the stages in Africa continue to progress in difficulty. Some of them will take time and heavy thought to complete. The boss at the end of the Africa stages, Jobo, is very simple to defeat. It's almost comical how easy it is.



A COLUMN CLIMB

sliding down the long water slide. Muckster can take a shortcut by climbing up and over the column. Cats don't really like to get wet. Especially clay cats! It's quite a messy sight



NO PAIN

Once the swords fall and stick in the floor. they are of no danger to the Claymates. They can just walk right past them. Approach them slowly and wait for them to fall There's no sense in getting stuck!



B DIG IT

Globmeister can dig down through the brittle ground in this area to reach the Bonk Bex. What's in the box? Only Glabmeister will know because no other Claymate can dig Digging is one of his



HIDDEN CLAY

Behind the purple picture lies a ball of clay. You wouldn't know it was there, but this is just one of those places where curiosity pays off Explore all possible areas in this game!





CLAYMATES

Use the small spiders as projectiles and bounce them up at Webigail Try this method, stand right next to the big spider and hack away!

1) Use Doh-Doh to fly up the length of the column to the opening. 2) Instead of entering the water slide chute. Muckster can climb up and over the column and down the other side. 3) Grab the Muckster Power-Up. 4) Grab another Muckster Power-Up. 5) Take the middle warp in order to go up and head toward the Goal 6) Get the Dozy Power-Up. 7) Jump over and avoid the fish by landing on the green buoys while you proceed to the Goal

DOH-DOH

There is a hidden ball of clay located in this area. After you get st. Doh-Doh will be able to fly up to the upper level in this area. Of course, he'll need to get a running start.



GO RIGHT

The fire spitting lizards seem hint that they are guarding something valuable to the left of them. Pay no attention to their devious play Just keep on haulin clay to the right.



The waterfall is a tricky place to be. Watch your sten. One false move could lead to an immense disaster for a stray ball of clay! Go for the warp. It'll take you of to a new area

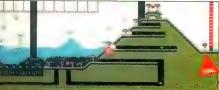


When standing on the Block that takes you through the lave, wart on the left side of the Block and then move to the right side You'll be in a better opsition to avoid firehalls





Jobo isn't the final boss in the game, there's plenty more action ahead! Drum repeatedly on his noggin



1) Get the Muckster Power-Up. 2) Ride the platform across the waterfall. 3) Obtain the Dozy Power Up so you can haul through the tunnels. 4) Blaze the spear-tosser as you ride up on the cloud. 5) Make this tricky jump. Slow down through this section. B) Watch out for the barrel rolling down the incline. Be prepared to jump over it.



in his single minded pursuit of power and wealth, Baron Fortesque has crested a monster. The Baron's invention is the Chaos Engine, a steam-powered machine that is setting the world of 1877 on its ear. In this overhead view shooter from Spectrum Holobyte, your mission is to recruit a pair of mercenaries from a group of six and infiltrate the Baron's estate.



to the second of the second of



SOLDIER'S FOR HIRE



£2,750

This mercenary is in the business purely for the money. The Baron has stashed away large sums and Brigand is willing to risk his life to find the loot. He has average abilities and begins the mission with a Rifle and Shot Burst.



-	
Health	***
Speed	***
Wisdom	***
Weapon Power	***



£2,500

The intelligence and speed of the Gentleman keeps him at the top of his game. While he's not very strong, the Gentleman can avoid a lot of trouble with his quick moves. He starts with a Flame Pistol and mapping abilities.



(E)	7 × 1
Health	*
Speed	****
Wisdom	*
Neapon Power	****





£3,000

The ox-like Thug is a mutant powerhouse who can withstand a big beating and still fight back with a mighty force. His Shotgun fires several small shells and the Molotov weapon that he begins with sends out a circle of flame.



Health	****
Speed	*
Wisdom	*
Weapon Power	****



HIE ROLFS OF WAR

SOLDIERS OF FORTUNE

Soldiers of Fortune is a one or two player game with an overhead view. In single-player missions, a comhelp with the fight. The four worlds of the mission are made of four stages each. When you complete a world, you will be rewarded with a password. The password keeps track of your accumulated power and wealth and the number of fighters that you have in reserve.



After every other stage, you cash on a variety of helpful



TWO FIGHTERS ARE BETTER THAN







While a single-player mission does feature a uter-controlled partner, nothing beats a two yer partnership for communication and teamwork ou'll go far if you have a good sidekick.



BREAKER

Baron Fortesque's estate is filled with many barriers. In order to break the barners, you must destroy the electric nodes that letter the estate

Low ★★★ . . . Average ★★★★★ . . . High



£2.750

Experience is on the Mercenary's side. This fighter is a veteran of many battles and a good leader. While his abilities are average, Mercenary does make good use of a Gatling Gun and he is an expert with explosives.

** d	
Health	***
Speed	***
Wisdom	***
Weapon Power	***



£3.000

ing roads and canals. He also had a begins the mission with a powerful



Speed	*	
Wisdom		
Veapon Power	++++	



£2.500

The Scientist is the brains of the bunch. He is smart and fast. While his homemade Lightning Gun may not be the toast of the town, the First Aid Kit with which he begins the mission with makes him a good member of the team

	A 20
Health	*
Speed	****
Wisdom	****
Weapon Power	+



WORLD I: THE FUREST

The outer reaches of Baron Fortesque's territory are filled with trees, craters, moors and other natural obstacles. Most of the levels have a straightforward layout with very few secret areas.

The opening stage consists of three areas. You'll start in an open south-to-north passage, then make your way south in narrow, enemy-infested corridors and fight north again through a Monster Generator-filled area which leads to the goal. Whit the monsters and spare the Generators for more east collections.

Three Golems appear just north of a Molotov item. Approach the Molotov from the south. When the item explodes, the flame will wipe out the monster trio.

ing opportunities.



Grab the Gold Key in this area to open up a small clearing to the south Once there, you'll find Coins, a power-Up, Food and a pair of Special Powers items.



This area is packed with Monster Generators and an army of Stone Golems

When you're surrounded by Golems, grab the Dynamite on the ground to obliterate



LEVEL 2: MUD RIVERS



LEVEL 3: RINGS

This level is filled with flat rocky plateaus and monster caves. Your first encounters with the Hulking Lizardmen will occur here. They are similar to the Stone Golems, but they can withstand more shots and toss rocks more quickly. Try to fight these creatures from a distance





By breaking the Node in this area, you'll open up passages which lead to the west and, eventually, to the Goals in the north





Collect the Gold Key here to open up

passages that lead to the other Gold Keys in the west

Keys in the



The opening section of Level 2 is similar to the forest of Level 1, then, it turns into a swampy moor. Enemies pop up from the muck and sur prise warriors at close range. Before you cross bridges or walk through narrow passages, be sure to fire across the gap to clear away the enemies that may be waiting on the other side



Frogs appear here for the first time. They ump quickly and cover long distances. Fire on them as soon as they show up.



ng Swamp Plants fire project les in nd finish them off





Collect a Key here to make a bridge appear northwest of this section, then follow a clear path to the goal

If you're on a single-player mission, it's important to choose a good partner Even though the Scientist has a weak weapon. his intelligence and aim make him a strong partner candidate. He also has a First Aid Kit which you can take by pressing the Select Button.



If you're going out against the Baron's forces without another human-controlled fighter, it's a good idea to take the Scientist along with you for his keen eye and his energy-giving First Aid





LEVEL 4:

The terral, of Level 4 is very much like that of Level 3. There are several rock plateaus and many tree-line clearings. The Hulking Lizardmen are once again your primary enemy here. You'll also encounter a large number of Mini-Volcanoes and Chaos Beetles. Keep plugging away and you'll get to the Goal in no time



You'll begin in this area if you managed to open and enter Goal B in Level 3. Collect the special tems in the area then continue your





After you plug a Lizardman, four Mini Volcanoes with

appear If you have a special weagon that can clear an entire area, use it now to take them all out



tions that block the passage to the Goal in this last area of Level 4. Hit one of them with your standard weapon and it will



Following the completion of every two levels, you will have a chance to build up the powers of your fighter in the Equip Character screen. The most important catagory is Skill. When you build up this aspect of your character, his capacity for greater Health, Speed and Wisdom will increase. If you then max out your Weapon Power-Ups will grow. And, in turn, if you increase the power of Skill will go up. This relationship between Skill, Health and Weapon Power-Ups ensures that your character will be balanced as his power



- Health
- Speed Wisdom
- Special Power Weapon Power-Up





Weapon Power-Up, Skill and Health categories are inter-related. Build one then balance the others.









world affile Workshops

The Workshops are at the outer reaches of the development. They consist of several primitive stone buildings and are populated by Golems.

S LEVEL 1: MAZE

This level lives up to its name, It's a maze of buildings and barriers. While the maps on this page and in the game will help you find the right route, it does pay to fight through all of the passages.





There are three posts in this area, each of which cover a special item. Once you pulverize one of the can collect all three items by

posts, the others will be unbreakable. You can collect all three items by using the Shot Burst to break all of the posts at once.





Collect the Key to the east of this point before you collect the Key to west. This move will allow you access to areas that have more special terms and Cours than either areas in the Mann local.



LEVEL 2: TRAPS

Enemies lurk around every corner in this level. The key to survival is to know when to fight and when to run. If you try to battle every creature in a mob, you'll likely take some damage. Try to make a clean break and run to an area where the monsters won't follow you.





Mysterious patches of ground come to life in this area, and more appear once you grab the Key. Use a special item if you have one that will take out all of the enemies at once, or fight them off one-at-a-time, but watch your back.





A group of gold mutant Frogs attack here. Run away from them. When you let the Telephone, you'll be able to get out of the area.





The small enclosed area in this section holds many special items. If you wal around the east side, you'll be able to open the door



challenge when you enter the Quarters. Enemies

that can take a lot of hits appear in large groups here, more than ever before. Beware!



You'll face a single-cannon-and-two-monster barrage here. Use a special weapon if you can't it them before they hit you.







A strong monster approaches from the north Run to the south around the corner and hit the monster with a diagonal shot as it follows.



If you have a computer-controlled partni won't be very careful around the steam Watch out!

TAY OUT OF HOT WATER

The name of this level is "Steam" because this is the first area where you will encounter traps that spurt radioactive water vapor. The traps blow out steam, then stop, then blow out steam again at a constant rate.







Steam stops and starts here. Run from the vents when the steam is off, then look for a pipe to blast and stop the flow.





You'll find three Goals at the end of this level. The Goal that opens depends on the order in which you collect objects in that area.



SPREERING

KEEP PLUGGING AWAY

You're rapidly approaching Baron Fortesque's digs and the cellars where he hides the Chaos Engine. There are two more worlds to explore. Good Luck!

WOULD 2: FULLYESTUR MATERIAL



The animated objects in Baron Fortesque's home serve as an example of the strange powers of the Chaos Engine. Break them in pieces and move on.

WORLD 4: THE CELLING





dark and dank underground world. Hit the valves to clear away the water and watch for the engine's security system.







GAME MODES



read about the tale behind the fighting in the Story

VS. BATTLE



TOURNAMENT



c figures and political softened political softened Players and softened political soften

STORY BATTLE

and after each battle. The story progresses in-cinema scenes.





SET IT UP. DUDE

OPTIONS

and difficulty level. We recommend the default Con-

ATTACKS

Harten Company





BLOCKS





ULTIMATE ATTACKS

Shop the proof of the proof on pyrine and pyrine and pyrine and a second of the pyrine and pyrine a





LEONARDO

Leonardo is one of the best fighters



while nothing ex-tremely radical, are powerful and easy

overshoot him



SHINING CUTTER



a can easily throw Shining Mors one right after the eithe a vary good strategy:

ENDLESS



ROTO CUTTER





RAPHAEL

gray kanalang yayan yayan

JAMBOREE



POWER DRILL

TMNT: TOURNAMENT FIGHTERS



CHEST BUSTER









DONATELLO

maybe itisn't, but it should as you simply loves to swing the Bo. The



spirit of a dragon will be called upon when Don exe-

GROUND CLAW



Ground Claws can be ripped of in rapid-fire fashion. Start the next before the first connects:

B.O THRUST



paragina diselect finance years get year rival careers.

HEADSPIN ATTACK



If you try to execute the Headspir Attack, but don't habit the Control Pad in the negarind direction for long area. The man and a strong a stiding back kick. It's DK. Use it in conjunction with the Headspin Attack for a combe stage.

You can move Oon forward or backward while he is spinning on his hend, especially when you press the A Butten to keep him spinning in conjunction with this

MICHAEL ANGELO

mind: winning the fournament! After all, he needs a

DYNAMITE BOMBER



The state of the second st

DRAGON





RISING THUNDER



Mikey is crouched down in anticipation of his next ma-Main until your agreement





ARMAGGON



AQUA SHOCK



FIN SLICER



A very powerful move, the Fin naggen's mouth. Use the X K's a firster move.

SLICE 'N BITE









TMNT: TOURNAMENT FIGHTERS

WINGNUT

from an introduction point

from an elevated position. Maybe day not for Wingnut's Ultimate Attack move you want your opponent to be close to you because the range of the attack isn't as great as other fighters.

MOONBUSTER



performed while Wingout is up in the air, not at ground level





An excellent and easy of fo, the Power Dive car

HOVERING ATTACK



***EEF**



CHROME DOME

Chrome Dome is a well-rounded fightgood shot at winning the tournament. His Ultimate



men bettiet and said from the said

the move Cool!

CHROME



ELECTRIC PILE DRIVER



This move work unless were clean to your apparent. It's powerful and were the effort

PUNCH/KICK COMBO



bineties moves is very simple.

Jump toward your appearent and
press the X Butten. Both lists
will strike your rivel.







Button quite often when j

cicks. Ety. this technique: press Toward your opponent plus the A Button. She will

It's not an overpowering move, but it's just so easy to do that you should use it a lot. The Tornado Attack, her Ultimate Attack move, will send a blustery tornado spinning

move, will send a blustery fornado spinning toward her rival. It's OK, but not nearly as cool as other moves.





score more than one hit if you use the A Button with this attack

SPINNING UPPERCUT



Fer its usefulness, this attackmove isn't all that it's cracked in he. There are better moves.

SPIN KICK COMBO







WAR

War just doesn't like destruction applies to everything (ex-



TUMMING **UPPERCUT**



DEATH FROM





UPPERCUT AND THROW









TMNT: TOURNAMENT

CYBER-SHREDDER

lightning through his body toward his opponent.

> AURA CRUSHER

←(hold) → + X(**y**)



AURA SHIELD



CRUSH PLUS MORE!



FUNCTION CHARTS

	Hara Area				
	•/→	LEO	NARE	•	
A	Roundhouse Kick	# Jumping Front Kick Is # Side Kick	Circular Fool Sweep	Side Kick	Roll Thenia
В	Side Kick	₱ Front Kick ₱# Knee	Foot Sweep	Shir Kiek	Shin Kidi
X	Katana Brab	Overhead Chop	Upper Kelang Stack	Overhead Katana	9haulder Throw
Υ	Elbow	Ka⊀ana Slash	Mid Katana Sleeh	Elbr w	F bow
		RA	PHAE	L	
	•/•	16. Tar	+	•	+
A	Roundhouse Kick	Front Kick	Circular Foot Sweep	Spinning Kick	Buplax
В	9ida Kick	# Front Kick	Foot Gweep	Bhin Kick	Shin Kick
X	Overhead 9ai	Overhead So)	Upper Cut	Upper Cul	Shoulder Throw
Y	Cross Sm	Cross Sai	Front Jab	Flbow	Elbow

	DONATELLO							
	•/+	16.0		•	+			
A	Roundhouse Kick	9 Front Kick	Foot Slide	Sede Kick	Head Bull			
В	Side Kick	♦ Front Kick	Circular Fool Bweep	Front Shin Kick	Front Ship Kea			
X	Opmang Bo Otell	Overhead Bo Staff	Upper Bo Stoff Swing	Spin-log Bo Staff	Shoulder Throw			
Y	Elptim	8ide Biali	det	Elbow	Elbow			

Ľ	Heiß		200	260 EIDOW	
MICHA		ELAN	IGELO)	
	•/*	N. Tar		•	+
A	Roundhouse Krok	* Front Kick	Faotelide (Long)	Side Kok	Sprining Throw
В	Brde Kick	♦ Front Kick	Fontslide (Bhort)	Side Kick	Side Kick
X	Nunchakus Bwing	Nunchakus Chop	Upper Nunchakus Bwing	Overhead Nunchasus Swing	Shoulder Throw
Υ	Right Cross	Nunchakus Swing	Mid Ketene Gwing	Right Cross	Right Cross

ARM				AGGON			
		•/+	16.0		•	*	
A	1	Frant Kick	Flying Drop Kick	Dnuble Fool Sweep	Sh n Kick	Two Hand Toos	
E	3	Knee	Flying Knee Drop	Fool Bweep	Krpe	Knee	
X		Left Cross	Right Cross	Right Cross	Right Cross	Shark Bits	
Y	1	E/bow		Left Hand Slap	Elbnw	Elt ow	

TOURNAMEN

ATTACK TIPHING

these special attacks

(That's obol because they work extremely well as "finishing moves." Build up to them with punches!











each fighter varies.

WLTIMATE ATTACK MOYES







FIGHTER TUPS

ATTACK AVOIDANCE





Control of the Contro

COMBINATIONS

the state of the s





lack lick after he lands. This combination can be difficult to defend

SMOOTH MOVES!







If you set the Game Level to 3 or above, your last fight in the tournament will be with Karai. Setting it below 3 isn't enough of a challenge for Karai to even show his face. Rai King will end it. The directions indicated for the meyes on the charts assumes that your chasen character is in the left and your appearant on the tight. A circle with ne arrow attached represents a mentral Centrol Pad position.

TMNT: TOURNAMENT FIGHTERS

H									
		0,67	WII	NGNU	T .				
		•/+	16.80		•	+			
	A	Handstand Spin	Jumping Bide Kicks # High # tow	Squat Spin	Handstand Sp n	Handstand Spin			
ı	8	Front Kiex	Jumping Side Kicke # High # Low	Foot Gweep	Frank Rick	Front Kick			
ı	X	Stomach Punch	Jumping Downward Punch	Front Punch	Upper Cut	Power Slam			
ı	Y	Elbnw	Chop	Front Punch	Upper Cut	Band Suike			
			CRO	ME DO	ME				
ı	Г	•/•	16 Tax	- 3	•	*			
ı	A	Extended Side Krok	Side Kick Extended Side Kick	Extended Side Kick	Disable Knee	Drulde Knee			
	В		Reverse Bide Kick Fool Jam	Foot Sweep	Knee	Ковя			
	X	Extended Jppercut Uppercut	Double Punch	Extended Front Punch	Uppercut	Body Slam			
	Y	Front Punch	Jumping Downward P (1	Front Punch	Upper Cul	Repd Parch			
	ASKA								
		•/•	420	+	•	*			
	A	Bide Kick	Front Kick	Foot Blide (Long)	High Front Kie	Kip Bhris			
	В	Bide Kick (Short)	Bpt+ Knee	Foot Side (Bhart)	Knee	Kree			
	X	Jpper Front Punch	Chop	Front Punch	Lidging Elbow	Face Smach			
	Y	Frant Punch	Chop	Front Punch	Front P neh	Ercol P _a r →			
ı	WAR								
		•/+	n.ta	+	•	+			
	A	Bouble Frant Kick	Double Frank Kick	Circular Foot Sweep	Knep Fra + Kes Comt o	Knee Fr + Kick Combo			
	В	Side K 🖟	Side Kick	Foot Sweep	Knee	Knea			
	X	Front Telon Stab	Downward Talon Stab	Yalon Blap	To no Sing	Br mpropyls Thir w			
	Y	Upper Car	Reverse Elbow Drop	Islan Olap	Forearm Punch	Foreaum Purch			
		C\	YBER	SHRE	DDE	₹			
		•/•	16 to 16		•	+			
-	A	Rate Kick	Side Kick	Foti Sweep	Spiring Ben Kirk	Времер Вяск Кетр			
	В	Shin Kik	Side Kick	Ford Sweep	Shin Kick	Shir Kies			

Punch

Pulm Punch
Punch
Punch

Front Punch

Front Punn

Body Sta

SUPER SUPER SUPER

Super Solitaire proves that you don't need a full deck of cards to have fun. The game shuffles, deals, and turns over the cards while challenging you to a dozen variations of the world's most popular card games.

1993 Beam Software International P/L



Super Solitaire includes many different games. If you are unfamiliar with a certain style, you can access a help screen that will teach you the rules of the game. As an

added bonus, you can get on-screen instructions in any of five languages: English, French, German, Italian, or Spanish. This is truly a game of global proportions.











A Classic

Solitaire requires a sharp eye and a head for numbers. You also have to know the rules of the game, which is where Super Solitaire has the winning hand. The Help option explains the rules to all twelve variations of Solitaire. Help lets you explore every possible move. If you mess up, Undo it or choose Redeal. Or maybe you just want to think about a tricky layout overnight. In that case, the password lets you save your current progress. You can also set the number of Draws—how many times you are allowed to turn over the pile—and Flip, which sets the number of cards turned over at a time.

Mouse Control

The Super NES mouse is definitely the controller of choice for Super Solitairs. While playing, you will need to move the cursor around the screen a lot. While the standard Super NES Controller works just fine, it is easy to see that the mouse makes Super Solitaire much easier to play.





12 Games To Choose From

SUPER SOLITAIRE

There are many ways to play Solitaire, and everybody seems to have a favorite. The only thing that remains constant is that most people can't stand to have someone

peering over their shoulder as they play! Try these games in the privacy of your own Super NES.



Klondike

This is probably the most popular and most widely played version of Solitaire.



Free Cell

This game gets its name from the holding 'cell' where you can store cards for later



The only clubs you need in this game are the ones that you find in your

deck of cards.



Cruel

It's not as mean a game as the title implies. Try to get all of the cards to the tre



Pyramid

Match up combinations of cards that add up to 13 and clear the board.



Stonewall

Golf

Try to expose the cards that are face down and build up the four foundation piles.



Dozen't Matter

You must build the 12 base piles up to a certain number.



Aces Up

Four cards at a time are dealt. Uncover the four aces by removing lower value cards



Florentine

There is a foundation pile in each corner Your mission? Fill 'em up!



Poker

Make poker hands out of the cards provided and go for the highest score possible.



Canfield

The hardest thing in this game is getting the four foundation piles started.



Scorpion

It takes a let of strategy to complete this game without getting stung



The Tournament



In the Tournament Mode, you will go through all 12 Solutaire games. The tough part is that there is a time limit. If you aren't done when your time runs out, you automatically go on to the next game. You must play fast and get high scores to do well. It's really tough to race against the clock. Keep your cool.







FROM AGENT #201

Twin Wrestlers

You can use this code to set up a match with identical wrestlers or make a tag team of twins. On the Selection Screen, press the L Button to stop the WWF logo in the background from moving. Carefully hold both the L and R Buttons without making the logo move again. While holding the buttons, press the Select Button, Now you can select any wrestler twice.

Hold L and R, then press Select.



On the Selection Screen, press the L Button to stop the WWF logo from



Carefully hold both the L and R Buttons, so the logo doesn't move



While you're holding the buttons, press Select, then you can choose any wrestler twice



ode works great in either a One on-One or a Tag Team match.

Super Punch Mode

You can give your Punch a little extra wallop by entering this code when you first start a new game. After turning on the power, wait until the copyright information begins to fade, then press B and Y at the same time. You will hear a grunt if the code is entered correctly.

While the LJN logo is fading, press B and Y.



While the LJN logo is fading, press 8



If you hear a grunt, your characters will be able to perform the Super



FROM AGENT #884

Same Player Code

This great code, sent in by Agent #884, will let you play a two-player game where both players are using the same character. To enter the code, start a new game, then wait for the opening sequence to finish and the Title Screen to appear (don't press Start). On Controller I, press Down, Down, Up, Up, Right, Left, Right, Left, L, then R. If you enter the code correctly, the Title Screen should turn blue. If you select a two-player game, then press Start. Both players will be able to select the same player.

On the Title Screen: Down, Down, Up, Up, Right, Left, Right, Left, L, then R.



If you enter the code correctly, the Title Screen background will turn blue.



During a two-player game, both players will be able to select the same character

CLASSIFIED INFORMATION



FROM AGENT #115

Level Select

This code will allow you to start the game at any stage of the game. When you first turn on the power, wait until the "Veediots" logo starts fading on the screen, then enter the code. On Controller I, press L, R, A, L, R, L, B, R, then X before the logo is completely formed. Select any stage, then press Start to begin.

On the Title Screen, press L, R, A, L, R, L. B. R. then X.





Getting to the later stages of the game When the Title Screen first starts to can be frustrating for some players. When the Title Screen first starts to





You must enter the entire code before the "Veedlots" fully forms.

If you enter the code correctly, you can start the game on any stage you



From Agent #572

Secret Mission

Our agents have found a special password that will allow you to fly against the enemy in a secret mission. Select the Saved Game option to pull up the Password Screen, Enter G6CH4228 as your password, then press Start. The screen will read "Bonus Mission" and the map of an island will appear. This mission is very difficult with over 30 targets to destroy!







Enter G6CH4228 as your password, then press the Start Button



The Bonus Mission may prove difficult

Complete the mission and you can get with over 30 targets to destroy. over 125,000 points!

FROM AGENT #648

Invincibility Code

First enter the Debug Code at the Title Screen by pressing A 4 times, X, B 4 times, Y, X 4 times, A, Y 4 times and B on Controller I. While you are playing through any side-scrolling stage on Controller II, hold Select then press and hold A, B, X, and Y. When you release all the buttons, you will be invincible for the rest of the stage.





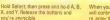
At the Title Screen, enter the Debug Code that first appeared in Volume 44

Enter the rest of the code while you are playing in one of the side-scrolling stages with Controller II





you're invincible





When you finish the stage, the game will continue as normal unless you re enter the code

CLASSIFIED INFORMATION



FROM AGENT #919

Special Passwords

Our Agents in the field have found these great bonus passwords for ActRaiser 2 that will let you access secret modes of the game. Normally, when you turn on the game your character will demonstrate his fighting and flying abilities on the demo screen. If you set the difficulty level at Hard, then enter BJQX YRKC DLSZ as your password, you can play the Demo Screen.

Play the Demo: **End Credits:**

BJQX YRKC DLSZ MTkM SkTk HNSH



When you first turn on the game, your cheracter will fight through the Demo



On the Title Screen, choose the password option, then press the Start







Now you can control the character in the opening scene

This second secret password will let you access the Credits Screen and view all of the programmers' names. On the continue screen, enter MTkM SkTk HNSH as your password, and the screen will automatically switch to the credits.



On the Title Screen, choose the password option, then press the Start



While you are on the Password Screen, enter the End Credits pass-



Press the Select Button to switch screens when you need to enter a lower case letter.



cartoon, showing you what they did in the game.



FROM AGENT #941

Erase All Data

Metal Combat: Falcon's Revenge will normally keep track of the best Clear Times and scores, even if you turn off the memory. Use this code to clear out the memory, so you can start the game fresh. On the Title Screen. press Up, Up, Down, Down, L, R, L, then R. If you enter the code correctly, the Cleared Back-up Data Screen will appear







On the Title Screen press Up, Up, Down, Down, L, R, L, then R to clear the memory

The simple trick will allow you to jump straight to the Demo Screen, rather than wait for the Title Screen to change. If you hold Right on Controller I when the Title Screen appears, the screen will switch immediately.



If you went to watch the Demo Screen but don't want to wart, try this trick.



Hold Right on Controller I and the Demo Screen will appear

(LASSIFIED INFORMATIO



From Agent #202

Bonus Levels

Normally, when you play Mighty Final Fight as Cody or Guy you will begin the game with one strength level, but you can quickly boost their levels with this trick. Start a new game and select Haggar as your fighter. When you encounter your enemies, quickly allow yourself to be defeated all three times. When you continue your game, select either of the other two players, and they will begin with Haggar's strength levels.



Start the game as Hagger, then let yourself he defeated by the enemies When you continue the game, select Guy or Cody, and you will have two extra levels

From Agent #360

Hyper Tennis

This strange code allows you to play Hyper Tennis, a game that plays exactly like the classic game Pong. Start a game, then lose all of your lives. On the Continue Screen, leave the cursor next to Continue, press the A Button eight times, then press Start. The screen will switch to the hidden game, where you can select a oneor two-player game. If you beat the computer, you will continue Super Spy Hunter with 20 extra lives.



Before you continue the game, press the A Button eight times, then press



If you beat the computer at Hyper Tennis, you'll continue the normal game with 20 lives.

FROM AGENT #888

Quick End

Sometimes a player can become trapped in the mazes of the original Metroid without any escape. Instead of resetting the game, the code will allow you to access the password screen. On Controller I, press Start to pause the game. While the game is paused, press Up and A on Controller II.



etimes a player can get stuck in the caverns without any escape.



Normally, you will need to press reset, then enter an old password



Press Start on Controller I to pause the game, then press Up and A on



Now you can enter a new password that starts you further in the game

SECRET AGENTS

A popular activity among Nintendo game : Our Address is players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

WANTED Nintendo Power

Classified Information P.O. Box 97033 Redmond, WA 98073-9733



CLASSIFIED INFORMATION

In celebration of the New Year, two Bonus Pages have been included to this month's Classified Information section.



DRAKONIS -HER T5C3 X5PT BOGMIRE -71M8 OOCB 95PS New Mojave -**1FO8** R5CI 9KK2 Nko -V2L8 **14BV** 92K! Inferno XWC7 H7R5 5T1!

Here's a bundle of passwords to some of the hottest new games around. Plug them in and check 'em out!

Having trouble getting to the later races? Use these passwords to jump up to the later planets in the game. All of these passwords are for the Warrior Level, so it will take high-powered skills to finish.



Select the password option and press Start, then select a one- or two- player game.



Enter the Password that takes you to the planet where you wish to



Rebel Base - WLJWDN
Dagobah - PGPNMG
Cloud City - NCDGRJ
Final Battle - NSRSCL

The graphics and sound are great in this game, but if you can't make it past any of the bosses, you'll miss out on the action! Explore any of the later areas in the game by entering one of the passwords below. Good luck, and May The Force Be With You!



When you select the Continue Mode, enter one of the six character passwords, then press Start.



Enter any of these passwords to skip to the later stages of the game.



DEATH HEIM Codes

EASY: MFCL SYMC MSXF

MEDIUM: MFCL SYMC MSXF

HARD: MFCL SYMC MSXF

against the evil Death Heim. Passwords for all three skill levels are included, so use the one that fits your skills. If you need to enter a lower case letter, press Select to access a second page of letters. Although these passwords don't contain them, some do.

Use these ActRaiser 2 passwords to try your skills



When you are on the Password Screen you must press Select to access more letters.



These Passwords will test your skills against the final stage of the game.

CLASSIFIED INFORMATION





You must enter the cave and find the lamp when you use this password.



The Genie will help you out, but only efter you make it through his

Each of the passwords in Disney's Aladdin require you to line up four of the character's pictures in the correct order. These passwords will let you explore some of the different areas of the game. This is just a small sample, so keep on playing!



JaFar's castle is full of obstacles that bar your way. Test your skills with this password.



Defeat JaFer for the final time with this password. The end of the game is near!



World 6-1 - PD.K9WL!

M2VZ1XN6

T?G7V5JD Final World - 8VZ1XN6T

> G7FSJ3HR 4COBJ!DV

Fire 'N Ice by Tecrno is a puzzling game that can frustrate even the best players. If you find the early level too easy, you can skip to the more difficult Worlds by entering either of these passwords. Warning! The last levels of the game are very tough!

These passwords will help you along the way in your fight to finish off Dr. Wily. To input a password, go to the Continue Screen and match the screen grid to one of the photos below. Each of these passwords will also add extra weapons to your assenal. With this kind of help, Dr. Wily doesn't stand a chance.



When you first begin playing, select the Continue Mode to access the Password Screen.



Use these passwords to access the more difficult Worlds in the game







Use this password for a great head start. You will begin the game with four extra weapons.



Having trouble beating Dr. Wify's Tank? Here is the password that will get you past it.



Here are a coup e more weapons to help you along the way You're almost finished?



Dr. Wily is all that stands between you and victory when you use this password.











































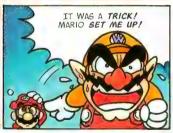
























ONLY IN JAPAN

GAMES THAT NEVER MADE IT TO AMERICA

Although games are now being developed in many different countries, in the early days of the video game industry, they came almost exclusively from Japanese designers. You might be surprised to hear about some of the Japanese games that, for one reason or another, were never introduced here.

U.S. Presidential Election

Many people in Japan are fascinated by the U.S. political system-so much so that one company actually produced a game based on the 1988 presidential campaign. The game helps to sort out how our sometimes complicated political

system actually works. It starts with several candidates traveling across the country, speaking about the issues and drumming up support. It outlines the various



with an appearance by Margaret Thutcher, who occasion-

ally consults with George Push on matters of mutual inter-

RELEASE DATEOCTOBER 1988

est to England and the U.S.



candidates' positions and follows them through the primary elections that lead to the national convention. Although based on the real

candidates, the names used are slightly different from the real ones. In this game, the candidates are George Push, Pat Roberts, Michael Dakakis and Jesse Zeckson. As hap-

pens in a real campaign, the field is narrowed at the national convention, where the two parties vote to see which candidate will represent them on the November ballot. The game even includes information about the global political climate









THE GAME DESIGNER

Judging from the huge quantity of mail that we get from aspiring game designers, this Game Designer Workshop would be a big hit around here. It takes a basic three-stage



space shoot-'em-up format and lets players call all the shots. They can either opt to play the standard game that comes on the Pak or design their own games to play. Players use grids, just as the professionals do, to design their own

spaceships, enemies, weapons, backgrounds and maps. They can make objects of varying sizes using grids of 16 x 16, 32 x 32 or 48 x 48 squares. They determine how





weapons will explode, how objects will move on the map. and when they're finished with the action, they can choose from three types of background music. If they don't like any of the pre-composed tunes, they can write their own music to accompany their games. After all the action and music is in place, players can come up with names for their games and design their own title screens. And in the end.

they can even write their own staff credits to run at the end of their games. They can see their own names scroll across the small screen as director. designer or composer, fitting ends for their masterpieces.









RELEASE DATE	OCTOBER 1991
NUMBER SOLD	
SYSTEM	
COMPANY	
	anna Chile A Con Lib.

COMMENTS = Although the actual game play is limited to a standard, three-stage space shooter, players everywhere seem to be fescinated by the prospect of designing their own games. This designer workshop lets them see some of the steps involved in the real process

MYSTERY NOVEL

This unusual game is a graphic mystery novel that lets the player actually determine the path that the plot takes in places. Slower paced than most American games, this sto-



ry is told in screen text accompanied by graphic sound that not only sets the mood of the mystery, it tells the story. As the story opens, a couple is driving on a dark, stormy night (You know that it's dark and stormy because

you see lightning split the black sky and hear the deafening roar of thunder.) Suddenly, you hear a horrifying screech of tires on wet pavement as the car careens out of control and crashes into a tree. Though both



passengers survive with minor injuries, no one passes by to come to their aid. What do they do now, wait for help or walk to the mysterious old house nearby? If they approach



the creaky, old house. they notice that it appears to be abandoned. What do they do now, return to the car or ring the bell? No one answers the door, but the old wood will give easily should they decide to kick it in. If they enter and call out

there will be no answer, but beings seem to lurk in the shadows, and they can hear soft footsteps follow them down the darkened corridors. Whose footsteps can they be...and why would the house's inhabitants hide from the

hapless couple? As the mystery plays itself out, you decide whether the couple should investigate further or flee into the stormy darkness outside. One warning: they can run, but they can't hide. The truth will come out, and it will certainly surprise.





RELEASE DATE March NUMBER SOLD 85,000 SYSTEM SUPER COMPANY CHUN	1992
NUMBER SOLD85,000	
SYSTEMSUPER	FAMICOM
COMPANYCHUN	SOFT

= COMMENTS =

To American gamers who have made fast-action games the biggest sellers, the concept of a video mystery novel would seem oute foreign The experienced Japanese players we talked to thought it was an interesting change and commented that the great sound made the game

BAR CODE BATTLE

Bar codes, those small, black and white lines, hold all sorts of information that can be read by computer scanners. You've seen them at work in grocery stores and other places where information must be processed quickly. In Japan, they're at work in video games. The Bar Code Boy

Set 2 comes with a bar code scanner, a Monster Maker Game Pak, and two character data cards. Although Monster Maker is also an RPG, it has a Battle Mode that lets two

players enter bar codes and then go head-to-head in battle. The codes they enter determine their players' Hit Points, Magic Points. Attack Points. Defense Points and Experience Levels, After entering the codes, the players sit back to see whose character will overcome. The scanner







reads any bar code, not just the ones on game cards, so the challenge is in trying out lots of codes to find one that will vield the most powerful character. (Parents across the country who've found holes where bar codes have been cut out of every cereal and chip package in the house must



really love this game!) The scanner is also compatible with auto and horse racing games available in Japan. Players of those games search out codes that will give them the fastest car or horse.

RELEASE DATEDECEMBER 1992 NUMBER SOLD35,000 SYSTEMGAME BOY COMPANY.....NAMCO/SOFEL

COMMENTS =

The concept of customizing a game using bar codes is intriguing, and players really scramble to find those killer codes. Bar code scanners are also available for the Famicom and Super Famicom in Japan, but the number of compatible titles and variety of play is limited

LEGEND OF THE FIRE EMBLEM

Legend of the Fire Emblem is a game that combines elements of strategy and role playing in a fantasy setting. Dragons and knights populate the Fire Emblem world. As is true in traditional Role Playing Games, you activate pull-down menus to perform many of the actions possible



in the game. For example, you must approach people and characters and use the Talk command to speak to them. What's different. though, from average RPGs is that instead of having a single

party that moves with you, you have units that you can control in order to gain territory. You command them to move, and after you give your command, you'll see them take up their positions by marching into place. You can move from area to



area, strategically placing your units to block your enemies' moves and gain control of the region. Most other action is in side-scrolling one-on-one fighting sequences.

Although it's not a blockbuster title, it is very popular among Japanese players who have cut their teeth on computer games. It has an interesting story line with an emphasis on strategy.







RELEASE DATEDECEMBER 1991 NUMBER SOLD120,000 SYSTEM.....FAMICOM

COMMENTS :

Legend of the Fire Emblem offers a different kind of play experience. one that computer gamers would probably like. Nintendo Company Limited plans to release a Super Famicom version sometime next year. but no plans have been announced to bring the game to North America.

PACHINKO

Pachinko, a pinball-type game, is very popular in Japanso popular, in fact, that most towns have Pachinko Parlors where people gather to try their luck. Instead of lying rela-



into holes and hit pegs on its way back down to score points and win additional balls. Players can use the balls they win to play again, or they can choose to redeem them for a variety of prizes. Because it's a game of chance, the Pachinko played in parlors is for adults only. The home version, of course, is available to players of all ages but seems to appeal mostly to adults.

tively flat, as a pinball does. table the Pachinko table stands upright. To set the hall into play, the player sets an adjustable dial that controls the speed of the ball. The ball shoots to the top of the play area and can fall













RELEASE DATE	MARCH 1993
NUMBER SOLD	
SYSTEM	
COMPANY	
COMM	ENTS ====

Pachinko parlors have become tremendously popular in Japan, where knes sometimes form long before the doors open. The home version also appeals to the adults who play the game at Pachinko Parlors-and to kids who are too young to get in.

MINDSEEKER

According to Mindseeker, you can increase your psychic powers by practicing the exercises presented by the game, which was designed with the help of a well-known Japanese psychic. Before you start the psychic adventure. you'll be encouraged to practice some breathing exercises designed to help you relax, then you'll try some preliminary card-matching exercises that make you concentrate your mental powers on identifying shapes that are alike,



As your concentration abilities increase, so should the number of matches you're able to make. After honing your powers in the practice mode, you'll move on to more advanced techniques, but there's a trick to saving your progress; you have to be able to sense which slot on the Psycho Writer the Save Cartridge fits into before you can successfully save and move on.









RELEASE DATE	APRIL 1989
NUMBER SOLD	
SYSTEM	FAMICOM
COMPANY	NAMCO

== COMMENTS =

As hard as we concentrate, we can't imagine that Mindseeker would find a big audience in the North American market, where action games are the big sellers, a game that's as slow-moving as this one would be hard pressed to compete. We think

MOTHER

Mother is a typical RPG in that it has lots of pop-up menus for talking to people, reading signs, equipping weapons and batlling enemies. What's unusual about it is that it has a roster of off-beat, friendly-looking enemies, such as a '53





Buick, a goofy teenager and a smoking crow. Some big stars in the video game industry worked on the game. Shigerata Itoi, a famous writer, came up with the story, and Shinbo Minami. a well-known illustrator, created the char-

acters, who are young, lively and very curious. Developers designed the game with young RPG players in mind, and there are lots of those in Japan. The RPG category dominates the Japanese market. To give just one example, the Dragon Warrior and Final



Fantasy series are so popular that incredible lines form outside stores that are due to receive shipments of the latest



installments. RPGs aren't as popular here, though. Although Dragon Warrior sold well in the U.S., its sales here didn't compare to sales in Japan, so plans to release Mother here under the name "Earthbound"—were put on hold. Super Mother the eagerly awaited

sequel— is coming soon to the Super Famicom in Japan; only time will tell whether we'll ever see a version of Mother here in the states.





RELEASE DATE	
NUMBER SOLD	
SYSTEM	FAMICOM
COMPANY	NINTENDO
COM	MENTS -
COM	WEIA12
	1 4 . 000 1 4 0

Although it doesn't boast the huge sales that RPGs such as the Dragon Warnor and Final Fantasy series did, Mother has been very popular in Japan, nevertheless

ULTRA QUIZ ACROSS AMERICA

Television shows that let the audience take part in embarrassing situations are extremely popular in Japan. One of the best-liked is Ultra Quiz, an annual quiz show that starts



in the Tokyo Dome and tours a set route, with each installment being filmed in a different location. To start, a huge crowd gathers at the Dome. Half of that crowd is eliminated, and the rest follows the show to the next destinant.

tion. At each location, half of the crowd is eliminated by

one of several—often bizarre—methods. The quiz sometimes challenges physical ability, sometimes tests knowledge and sometimes relies purely on luck—they've been known to determine the winners by playing Rock, Paper and



Scissors. Winners move on, while losers are out of luck and on planes heading for home. The prize? It's sometimes



great, sometimes not, and nobody knows what it is until that week's winners are named. The video game, Ultra Quiz Across America. follows the same route across the U.S. that the show actually used. It starts on the West Coast and works its way to the Statue.

of Liberty in New York City. The television show is a hit, and so is the game, selling more than 110,000 Paks.





RELEASE DATE	OCTOBER 1991
NUMBER SOLD	
SYSTEM	SUPER FAMICOM
COMPANY	TOMY

COMMENTS -

Making a fool of ourselves on television isn't as popular a pastime here as it is in Japan, but we do have our moments (Double Dare and Studs leap to mind). Experiencing game show excement by playing a video game instead of appearing on national T.V. has its appeal.

DRAGON BALLZ II

The artist who created the characters for Dragon Warrior drew the ones for the Dragon Ballz games. Dragon Ballz III is a tournament simulation, while Dragon Ballz III, for the Super Famicom, is head-to-head street fighting action.









DRAGON WARRIOR V

The fifth game in this hugely popular series hasn't made its way to North America yet, but it's been out for about a year in Japan. Although the setting is similar to those of the previous games in the series, this one looks different because it's the first one made for the 16-bit system. Even though Dragon Warrior games have been around for years, their popularity is still growing.





POLITICAL MAH JONG

Now here's an interesting concept: Work your way to the top in politics by winning Mah Jong matches. This game lets you choose one of several political figures, all who look like real politicians and who have names that are very similar to the real person's name, and work your



way to the presidency by beating other politicians at the classic strategy tile game. There are probably worse ways to choose a leader.

FINAL FANTASY II, III, V

Although the first U. S. Final Fantasy title came from Nintendo, they all have been developed by Square Soft. The game Square published here as FF II was Japan's FF IV, but games known as FF II and III in Japan have never been released here. FF V, a 16-bit title, is selling even better than the ultra-hot Dragon Warrior V in Japan. It will be available here as Final Fantasy III late in '94.





SHOGI / IGO

Shogi and Igo are traditional board games that have a large following in Japan, where the best professional players cam national rankings. The Famicom game includes real pro players (who are actually called by their real names) and offers match and tournament play. It's especially well-liked by adult players, who spend more time indoors than their North American counterparts do.





PACHINKO AND SLOTS

One casino-type Pak pairs two games of chance, Pachinko and Slot Machines. It's great for players who want the thill of gambling without the risk of losing real cash. It's a classic combo for at-home gamblers.



THE REST OF THE PAKS

Our list of games available in Japan but not around here is far from complete, but it does give you an idea of what differences you'll find in the various markets. In general, players here like games that are action-oriented, while Japanese players seem to prefer longer, more involving games such as RPGs. Perhaps we'll take a look at the global market in a future issue to see how our tastes compare worldwide.



POWER II

The Power Index is the ultimate Super NES quick reference. All the Super NES games that have been released, plus many of the games that are coming out in the first

ONLY

INDEX

half of 1994, have been listed here along with their vital stats. Announced titles may not be released or may be delayed. Look to Nintendo Power for updates.

ACTION

Game Name	Company	Release Date	Player Info	Game Sav
ActRaiser 2	Enix	December '93 .	1	Password
	Ocean		1	Password
The Addams Family Pugsley's Scavenger Hunt		February '93	1	Password
The Adventures of Dr. Franken		December '93 .	2-A	
Aero the Acro Bat	Sunsoft .	November 93	1	
Alfred the Chicken			1	
Ardy Lightfoot	Asciiware	Announced	1	Password
Asienx	Electro Brain	Announced .	1	
Axelay	Konami .	September '92	1	
Barbie Super Model	Hr Tech	Announced	1	
Batman Returns	Konami	April '93	1	
Battletoads & Double Oragon: The Ultimate Team	Tradewest	December '93	2-S	
Battietoads in Battlemaniacs	Tradewest	June 93	2-S	
Bebe s Kids	Mandingo	December '93 .	1	
Beethoven's 2nd	Hi Tech	December '93	1	
BioMetal	- Activision	December '93	1	
Biazeon	Atlus	October '92	1	
The Blues Brothers	Titus Software	June '93	2-S	
Bram Stoker s Dracula .	Sony Imagesoft	October '93	1	
Bubsy In Claws Encounters of the Furred Kind	Accolade	May '93	. 2-A	Password
Bugs Bunny Rabbit Rampage		Announced	1	
Captain America and the Avengers	Mindscape	December '93 .	2-S	
Chester Cheetah: Too Cool to Fool			1	
Chester Cheetah 2 Wild Wild Quest	. Kaneko	Announced .	1	
Chooliter III	Extreme	Announced	1	
Chuck Rock	Sony Imagesoft	November '92 .	1	
Claymates	Interplay	Announced	1	
Cliffhanger	Sony Imagesoft	. October '93	1	
Congo's Caper	Data Fast	May '93	2-A	Password
Contra III The Alien Wars	Konamı	April '92		GOOWDIG
Cool Soot	Virgin Games .	September '93	1	
Cool World	Ocean	April '93	1	
Cybernator		April '93	1	

D-Force	Asmik	. December '91	1	
Datty Duck: The Marvin Missions	Sunsoft	December '93		
Danus 3	Taito	Announced	2-S	
Daruse Tunn	Tailo	November 91		
Dennis the Menace	Ocean .	. December '93	1	
DinoCity	lrem	September '92	A.S	Password
Denov's Alarktin	Cancom .	November '93	1	Password
Dragon's Lair	Data Fast	February '93	2-A .	Password
Dream Prohe	Renovation	September '93	1	
Equinox	. Sony imagesoft	Announced	1	. Battery
Faceball 2000	8PS	September '92	2.5	
The Family Dog	Malibu Games		1	
Firepower 2000	Sunsoft	November '92	2-S	
First Samurai	Kemon	November '93		
Grad us III				
Gunlorce				
Hammerin' Harry				
Harley's Humongous Adventure	11. Tank			
	T*HQ	December '91	1	
	THU	December 31		
Home Alone 2: Lost in New York	I'HQ	October 92	4	
Hook	Sony Imagesoft .	October 92		
HyperZone	Hal America	September 91	1	
Imperum	Vic Tokai	November '92	1	
The Incredible Crash Dummies	LJN	October '93		
Inspector Gadget	Hudson Soft	December '93	1	
James Bond Jr.	T'HQ	. October '92	1	Password
Jim Power The Lost Dimension in 3-D	Electro Brain	. December '93	1	
Joe and Mac: Caveman Ninjas	Data East	January '92	2-S	
The Journey Home. Quest for the Throne	Renovation	November '93	1	Password
Jungle Book	Virgin Games	Announced	1	
Kendo Rane	Sala	November '93	1	
Last Action Horn	Sony Imagesoft	October '93	1	
The Lawnmower Man	Storm	. December '93	2-S	
Legend	Soika	Announced	2-A	
Loster the Lintikely	DTMC .	Announced .	2-S	- Password
Lethal Weapon	Ocean	December '92	1	
Magic Sword	Cancom	August '92		
The Magical Quest Starring Mickey Mouse	Cancom	December '92	2-A	
Metal Mannes	Names	. December '93	1	Password
Mickey's Ultimate Challenge	H. Took	Announced	1	, 435,1076
				Password
Out of This World	Jela	Messambas '02	4	Paceword
Out to Lunch Paperboy 2	Minoscape	December 93	2.M	Docement
Paperboy 2	Mindscape	November 91	Z-M	rassword
Phalanx	Kemco	October 92		
Pink Goes to Hollywood	TecMagik	December 93		
Pirates of the Dark Water	Sunsoft	Announced	1	
Pitfall Harry: The Mayan Adventure	Activision	Announced		
Plok	Tradewest .	October '93	. 1	
Pocky & Rocky	Natsume	April '93	2·S	
Popeye	. American Technos	Announced	2-S	
O'Red 3	WIND NIVIG II	October 92	C-M	
Raiden Trad	Flectro Brain	April '92	. 2.5	
The Ren & Stimpy Show: Veediots!	T*HQ	. October '93	1	
Road Runner's Death Valley Rally	Sunsoft	November '92 .	1	
RoboCon 3	Ocean	September '92		
RoboCop vs Terminator	Viroin Games	December '93	1	Password
Rocket Knight	Konami	Announced	1	
The Rocketeer	ICS.	May '92	2-4	
Rocky & Bullwinkle and Friends	T*UA	funo '03	1	
Rocky Rodent	trees.	Contambas '02	4	

Company

Release Date

Player Info' Game Save

Game Name

Game Name	Company	Release Date	Player Info	Game Save
Run Saber	Atius	October 93	2.0	
Skuljagger Revolt of the Westicans	. American Softwarke	October 93	2-S	
Skyblazer	Sany Imagecett	December 202	1 2-A	Password
Smart Ball	Sony Imageson	Administration 93	1	_
Soldiers of Fortune	Construm Halabuta	December '93		
Sonic Blastman	Tarte	December 93	2·S	Password
Space Megaforce	Taba			
Spanky's Quest	Materials	October '92		Password
Spider-Man and X-Men Arcade's Revenge	Natsume			Password
Clas Fox (Cures EV)	. LJN	November '92	1	
Star Fox (Super FX)	Nintendo	March '93	1	
Strike Gunner: STG	NTVIC	August 92	2-\$	
Sunset Riders	Konamı	. November '93	2-\$	
Super Adventure Island	Hudson Soft	April '92	1	
Super Aquatic Games	Seika	September '93		
Super Bomberman	Hudson Soft	November '93	A.C. (Marile a	an) Paceword
Super Buster Bros	Cancom	Ortober '92	- 1	up): 033110.0
Super Castlevania IV	Konami	December '01		Password
Super E.U.F	Jaleco	(anuary '02	+	L922MOLD
Super Ghouls 'N Ghosts	Concom	Alawaminas 'Os		
Super Godzilla	Toho	Annunced	0.4	
Super James Pond	American Softworks	July 10/3	· · · Z·M	
Super Nova	Teite	Docombor 100	. 1	
Super Putty	II C Cold			
Super R-Type	learn doid	December 93	2-A	
Super Smash TV	Herri			
Super Troll Island	Acciam	February '92	2·S	
Super Turncan	American Sonworks .	November 93	1	
Super Valle 137	Seika	May '93		
Super Valis IV	. Atlus			
Super Widget	Atlus	September '93	1	Password
Superman Rein of Superman	Sunsoft	. Announced	1	
sylvester and Tweety	ТесМадік	Announced	1	
Sylvester and Tweety faz-Mania	Sunsoft	. May '93	1	
BERRADE MUTARIT MINGE LURIES LV: LURIES IN LIME	Konami	Amount '02	2.0	
he Terminator	. Mindscape	. April '93	1	
erminator 2: Judoment Day	I .IN	November '03		
hunder Spirits	Saika	June '92	4	
Time Slip	Vic Tokai	November 93		
iny Toon Adventures: Buster Busts Loose	Konami	February '93		
om and Jerry		Apr., '93	0.4	Password
otal Carnage	Matherican			
oys	Absolute			
JN Squadron	Aosoiute	April '93	1	
Universal Soldier	Capcom	September '91		
The Union shables	Accolade	November '93	1	Password
The Untouchables	Ocean			
Vayne's World	1,HO	April 93	. 1	
Ne're Back: A Dinosaur's Story	Hr Tech	 November '93 	2-A	
Vizard of Oz	Seta	November '93	t	. Password
Volfchild	Virgin Games	June '93	1	
Cardion	Asmik	April '92	,	Battery

ADVENTURE

ActRaiser	Enix	November '91	1	Battery
Alien ³	Acclaim	. August '93	1	Password
Arcus Odyssey	Repovation	November '93	25	Password
B O.B	Electronic Arts	June '93		Password
Dream TV			2.5	Password
Flashback: The Quest for Identity		November '93	2.3	
Gods		Bacambar '03		Password
Goof Troop		December '92	1	- Password
man	··· Capcom ··· ··	August '93	2.5	Password

Captain Novolin		Company	Release Date	Player Info	Game S
The Legend of the Mystical Ninja Nonam February 32 2-S Passw The Legend of Zelda A Link to the Past Nintendo April '92 1 Batter	Jurassic Park	Освал	November '93	1	
Description Check Alink to the Past Nintendo April Section April A					Password
Interplay Announced 1 (Mouse)	The Legend of Zelda, A Link to the Past	Nintendo	April '92	1	Battery
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Defration Logic Bomb Jaleco June 93 Passw	Jone Man Y	Cancom	Docambor '93	1	Passworr
Paces Persis Paces Pac	Describes Legis Romb	falone	lune 103	4	1 033 11010
Secret (of Mana SquareSoft November '93 3-5 (Multi-tag) Batter Nactownum Data East May '93 1 Batter Nactownum Data East May '93 1 Batter Nactownum Data East Nay '93 1 Batter Nactownum Nactownu	Operation Logic Borno	Jaieco	Atamana 20	4	Dagguera
Data Case	nnce of Persia	Konami	. Novemos 92 .	0.0000000000000000000000000000000000000	Password
The Simpsons; Bar's Nightmare					
Sout Plazer	Shadowrun	Data East	May '93	1	Battery
Star Trek. The Next Generation	The Simpsons: Bart's Nightmare	Acclaim	September '92	1	
Disper Empire Strikes Back JVC	Soul Blazer .	Enax	Augus! '92	1 .	Battery
Super Man Oword	Star Trek The Next Generation	Spectrum Holoby	te Announced	1	Passwort
Super Man Oword	Super Empire Strikes Back	. JVC	October '93	1	Passwore
Super Mario World Nintendo	Super Mario All-Stars	Nuttendo	August '93	2-A	Battery
Super Ming Boy					
Super Ning Boy	Puper Mattered	Nintando	Announced		· Dattery
Super Stat Wars Super Stat	Super Metroid	Cultura Danie	March '02	2.0	Doggwood
American Sammy January '92 1 Batter	Super Isinja BOY	Culture prain	March 93	2.0	- Lapswor
Complex Announced 1					
Description Pass	Vanderers From Ys III	. American Sammy	January 92	1	Battery
Pays Pass	oung Merlin	Virgin Games	Announced	1	
Pays	ombies Ate My Neighbors	Konamı	November '93	2-S	- Passwon
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Where in the Words is Carmen Sandiego? Hi Tech June '93. Passiv Where in Time is Carmen Sandiego? Hi Tech May '93 Passiv Where in Time is Carmen Sandiego? Hi Tech May '93 Passiv Proceedings of the Chassmaster May '93 Passiv Proceedings of the Chassmaster May '93 Passiv Proceedings of the Chassmaster May '94 Passiv Proceedings of the Chassmaster May '95 Passiv Proceedings of the Chassmast	Aano Paint Aano's Time Machine	Nintendo Mindscape	August 92 Announced	1 (Mouse)	Battery
FAMILY	Mano Paint Mano's Time Machine Rex Ronan' Experimental Surgeon	Nintendo	Announced	1 (Mouse)	Battery
FAMILY	Mano Paint Mano's Time Machine Agaro's Time Machine Dex Ronan: Experimental Surgeon Dromas the Tank Engine & Friends	Nintendo	Announced	1 (Mouse)	Battery Passwor
The Chessmaster	Mano Paint Mano's Time Machine Agaro's Time Machine Dex Ronan: Experimental Surgeon Dromas the Tank Engine & Friends	Nintendo	Announced	1 (Mouse)	Battery Passwor
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amily Feud Gametek September '93 2-S . Passveopardy Featuring Alex Trebek Gametek December '92 3-S 9-S	lano Pant Jano's Time Machine lex Ronan Experimental Surgeon homas the Tank Engine & Fnends Where in the World is Carmen Sandiego? Where in Time is Carmen Sandiego?	Nintendo Mindscape Raya Systems T*HQ Hi Tech Hi Tech	August 92 Announced Announced December 93 June 93 May 93	1 (Mouse)	Battery Passwor
deopardy/ Featuring Alex Trebek Gametek December '92 3-S eopardy. Sports Edition Gametek Announced 3-A Alonopoly Parker Brothers December '92 8-A Jampart Electronic Arts August '92 2-S Passv Janghafi I: Dragon's Eye Activision February '93 2-A Passv Super Caesars Palace Virgin Games May '93 1 (Mouse) Passv Segas Stakes Nintendo May '93 4-A (Mouse) Batter Wheel of Fortune Deluxe Edition Gametek Announced 3-A Wheel of Fortune: Featuring Vanna White Gametek September '92 3-A	Jano Pam Jano Handrine Harbine Handrine Handrine Handrine Har Ronan Experimental Surgeon. Inomas the Tank Engine & Frends Where in the World is Carmen Sandlego? Where in Time is Carmen Sandlego?	Mintendo Mindscape Raya Systems T'HO Hi Tech Hi Tech Mindscape Mindscape	August 92 Announced Announced December 93 June 93 May 93 September 91	1 (Mouse)	Battery Passwor
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Alien vs Predator

 Art of Fighting
 Takara
 November '93
 2-S

 Brawl Brothers
 Jaleco
 March '93
 2-S

Activision . . . October 93 1

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Game Name	Company	Release Date	Player Info	Game Sav
Final Fight	Capcom .	. September '91	1	
ival lunt	ialam	Anal 'Oa	0.0	
sendoru	Data Fact	Marin mhas 102	0.0	
Itimate Fighter	Cultura Branca	August 92	2-8	
TOURNAMENT	Curture Brain	November 93	2-S. 8-A	Password
Battle Blaze	American Sammy	November '93	2-S	
lay Fighter	Interplay	December '93		
				Password
				03311010
it-Fighter	T*HO	March '02	0.0	
ower Moves	Kanaka	innunni 102	0.0	0
lanma 1/2	DTMC	Docombos '02	0.0	Password
troot Fightor II Turbo	Capcom .	July '92	2-S	
Greet Fighter II Turbo	Capcom	August '93	2-S	
MINI TOUTHAMENT FIGHTER	Konamı	Announced	0.0	
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Vorid Heroes	Sunsoft	November '93	2-S	
	PUZZI	E		
zyland	Cata	1		
ablooey	Yourse			
ing Arthur's World	Internal Control of the Control of t	August 92	2-A	 Password
netric Cupor Euro House	Jaieco	March 93	· · · 1 (Mouse) -	Password
rusty's Super Fun House	ACCIAIM	June '92		Password
emmings	Sunsoft	March '92	2-5	Password
lano and Wario .	. Nintendo	- Announced	1/Mouse)	. 000110.0
lano and Wario	Tarlo	November '92	2-A (Mouse)	Doccuped
reddlare	ASCIWATE	. March 93	. 1	 Password
roddlers	Selka	July '93	2-\$ (Mouse)	. Password
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Yoshi's Cookie				T BOOWOIG
	RPG	1		
mana .	RPG	1		
rcana	RPG Hal America	May '92		Battery
rçana	RPG Hal America	May '92 September '91	1	Battery Battery
rcana rakkhen ungeon Master VO - Search for Eden	RPG Hat America Seika JVC Fritx	May '92 September '91 June '93		Battery Battery
rcana rakkhen	RPG Hal America Selika JVC Entry Concord	May '92 September '91 June '93 July '93		Battery Battery Battery Battery
rcana rakkhen ungeon Master VO - Search for Eden ye of the Beholder mai Fantasy II	RPG Hal America Selika JVC Enix Capcom Square Soft	May '92 September '91 June '93 Announced	1	Battery Battery Battery Battery Battery
rcana rakkhen ungeon Master VO "Search for Eden ye of the Beholder nal Fantasy II nal Fantasy II	RPG Hal America Selica JVC Entix Capcom Square Soft	May '92		Battery Battery Battery Battery Battery Battery
rcana rakkhen ungeon Master VO "Search for Eden ye of the Beholder nal Fantasy II nal Fantasy II	RPG Hal America Selica JVC Entix Capcom Square Soft	May '92		Battery Battery Battery Battery Battery Battery
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rcana raddhen ungeon Master VO Search for Eden ye of the Beholder nali Fantasy 11 nai Fantasy: Mysbc Ouest enghis Khan I1 mind: Way of the Ninja agoon sost Mysson	RPG Hal America Selika JVC Enrix Capcom Square Soft Koel Koel Selika Live Tokan	May '92 . September '91 . June '93 . July '93 . Announced . November '91 . Cotober '92 . December '93 . March '93 . December '91 .		Battery Battery Battery Battery Battery Battery Battery Battery Battery Battery Battery Battery
reana rakkhen ungeon Master VO - Search for Eden ye of the Beholder nal Fantasy: Mysto Couest enghis Khan II undo: Way of the Ninja agoon set Misson ulika and the Fortress of Doorn	RPG Hal America Selita JVC Enrix Capcom Square Soft Koel Koel Selita Vic Tokai	May '92. September '91. June '93. July '93. Announced November '91. Cclober '92. December '93. March '93. December '93.	24	Battery Battery Battery Battery Battery Battery Battery Battery Battery Battery Battery Battery Battery
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Patadin's Quest	Enix		1 8	
The 7th Saga			1 E	
Spelicraft	Asciiware	December '93	1 (Mouse) F	assword
Jitima The Black Gate	. FCI	Announced	1 8	attery
Jihma The False Prophet	FCI	December '93	1 E	attery
Ultima The Runes of Virtue	Electronic Arts	. Announced .	1	attery
Wizardry V	Asciware		1 . E	
C	IMULA.	LION		[]~
	INIULA.	TION		
Aerobiz	Koei	February '93	4-A E	Sattery
Desert Strike: Return to the Gulf .	Electronic Arts			
Gemlire	Koei		2·S	lattery
Lock On	Vic Tokai	October '93	. 1	
Mechwarnor	Activision		1 1	
P.T.O.: Pacific Theatre of Operations	Koe	September '93	2-S [lattery
Pilotwings	Nintendo	September '91	1	assword
Pilotwings Populous	Acciaim .	September '91	1	assword
Romance of the Three Kingdoms II		May '92	12-A	sattery
Romance of the Three Kingdoms III			8-A	
SmAnt	Maxis Software		1 (Mouse) (
SimGity	. Niptendo	September '91		
SimEarth: The Living Planet	FCI	February '93		tattery
Steel Talons		November 93	2·S	Pageword
Super Battleship	Mindscape		1	
Super Batt etank 2	. Absolute	Announced	4	assword
Super Battletank: War in the Gulf				
Super Battletank: war in the Guil	Absolute		2-5	lotton.
Super Conflict	. Vic lokal		1	
Super Strike Eagle	Microprose			dssword
Turn and Burn: No-Fly Zone		Announced		
Uncharted Waters		January '93	1 1	
Utopia	Jaleco	September 93	1 (Mouse) !	sattery
Warp Speed .	Accolade		1	
Wing Commander	Mindscape		1	
Wing Commander: The Secret Missions	Mindscape	October '93		assword
Wings 2 Aces High	Namco .	October '92		assword
	SPOR'	TS	1 1	
BASEBALL -	SPOR	TS		
Cal Broken Jr Baseball	, Mindscape ,	December '92	. 2.5	assword
Cal Ripken Jr. Baseball	. Mindscape Sony Imagesoft	December '92	2-\$ 1	Battery
Cal Ripken Jr Baseball Extra Innings Ken Griffey Jr Presents Major Learuse Baseball	. Mindscape Sony Imagesoft	December '92		Battery
Cal Ripken Jr Baseball Extra Innings Ken Griffey Jr. Presenis Major League Baseball Nolan Rvan's Baseball	Mindscape Sony Imagesoft Nintendo	December '92	2-S	Battery Battery Password
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Cal Ripken Jr Baseball Extra Innings Ken Griffey Jr, Presents Major League Baseball Nolan Ryans Baseball Roger Clemens MVP Baseball Super Baseball Supulator 1 000	Mindscape Sony Imagesoft Nintendo	December '92	2-S	Battery Battery Password Battery
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Company

Release Date

Game Save

Player Info

Game Name

	Company	Release Date	Player info	Game Save
NBA Showdown	Electronic Arts	November '93	2 S	0
NCAA Basketball	Mintonelo	October '92	2-S	Battery
Super Slam Dunk	Viron Games		2-S	Battery
Tecmo Super NBA Basketball	Tecmo	March '93	2-5	Password
FOOTBALL				Datiety
ABC Monday Night Football	Data East	December '93	2.5	D-111
Capcom's MVP Football	Cancom	Octobor '03	2·S	Battery Password
Football Furv	Amorioan Comer.	Announced	2·3 2 S	Password
lonn Madden's Football	Flectronic Arts	November '91 .	2.5	Password
John Madden Football '93	Flactronic Arts	January 93	2-5	Password
Wadden NFL '94	Electronic Arts	November '93		ap) Password
VFL Football .	. Konami	August '93		Password
NFL Quarterback Club	LJN	- Announced .	2.S	Password
Pro Quarterback	Tradewest	December '92	2.5	
Super High Impact	At	June '93	2.5	
uper Play Action Football	Nintendo	August 92	2·S	Botton.
uper Play Action Football	···· Tecmo	November '93	2·S	Danery
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GOLF —				
dal's Hole in One Golf	Hal America	- August '91	4-A	0
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rue Golf Classics: Pebble Beach Golf Links	T 8 E Cott	April '92	4-A	Battery
rue Golf Classics: Waialae Country Club	T & E Soft	November '91	4-A	Battery
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ist the Ice HI, Stanley Cup HIH, Stanley Cup HIH, Stanley Cup The Stanley Cup	Taito Electronic Arts Nintendo Electronic Arts Jalieco Virgin Games Namico Hudson Soft Takara Accolade Mc O' River Softa	February '33 November '93 November '93 November '92 Announced August '93 December '93 April '93 November '92 December '92 November '93 Soptember '93 Soptember '93 December '93	2-S (Multi-ta 2-S) (M	p) Password Battery Password Password Password Password Password Password
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At the Ice HIL 94 HIL Stanley Cup HIL Stanley Cup HILPA Hookey 93 Pro Sport Hockey upper Stap Shot RACING Stattle Cars Battle Cars Battle Grand Prix Joesspin I Grand Prix II I Grand Prix II I Grand Prix II I FOC: Race of Champions I ROC: Roc II Zero I Pole Position I 1	Taito Electronic Arts Nintendo Electronic Arts Jaleco Virgin Games Namco Hudson Soft Takara Accolade Mc O' River Seta Seta Nintendo	February '33 November '33 November '33 November '33 November '32 Announced August '93 December '93 April '93 November '92 December '92 November '92 December '93 Soptember '92 December '93 Soptember '93	2-S (Multi-ta 2-S) (M	p) Password Battery Password Password Password Password Password Battery Battery Battery Battery
Mithe Ice HIL, 94 HIL Stanley Cup HILPA Hockey 93 To Sport Hockey upper Stap Shot RACING Attile Cars Stattle Cars Stattle Grand Prix Upterspin 1-1 Grand Prix II 1-1 Grand Prix II 1-1 ROC II 2-1 ROC II 1 Pole Postion IP 1 1 Span Syan XJ220	Taito Electronic Arts Nintendo Electronic Arts Jaleco Virgin Games Namco Hudson Soft Takara Accolade Mc O River Softa Seta Nintendo UBI Soft Attus JVC	February '33 November '93 November '93 November '93 Announced August '93 December '93 April '93 November '92 November '92 November '93 Soptember '93 Soptember '91 Soptember '91 Soptember '93 November '93	2-S	p) Password Battery Password Password Password Password Password Battery Battery Battery Battery
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Game Name	Company	Release Date	Player Info	Game Sav
Road Riot 4WD	T'HO	November '92	. 2-S	
Rock 'N Roll Racing				Password
RPM Racing				
Super Chase H.Q	Tailo	December '93		- dutiony
Super Mario Kart	Nintendo	Sentember '92	2.5	Battery
Super Off Road	Tradouact	December '91	2.5	Outlony
Super Off Road The Baja	Tradowost	Contembor '02	2.4	Paccumid
Too Gear	LINGAMA21	September 93	2.6	Password
Top Gear 2				
SOCCER				
Champions World Class Soccer	Acclaim	Announced	2-S	
Goal!	Jaleco	December '92	2-S	Battery
Pele I	Accolade	Announced	2-5	
Super Goal! 2				
Super Soccer	Nintendo .	May '92	2-S	Password
Super Soccer Champ	Tarto	June '92	2-S	
Tony Meola's Sidekick Soccer	Electro Brain .	October '93	2.S	. Password
World League Soccer				
World Soccer '94	Atlus	November '93	2-S	Password
TENNIS —		ware -		
		. Announced		
David Crane's Amazing Tennis				
	Todo	Announced	2-S	
International Tennis Tour				
Jimmy Conners Pro Tennis Tour	Ubi Soft	December '92	2-S	Password
Jimmy Conners Pro Tennis Tour	Ubi Soft Nintendo	December '92 November '91	2-S 2-S	Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators	Ubi Soft	December '92 November '91 May '93		Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate	Ubi Soft	December '92	2-S 16-A	Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring	Gametek Electro Brain Electro Brain	December '92		Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Bast of the Best: Championship Karate Boxing Legends of the Ring California Games II	Gametek Electro Brain Electro Brain DTMC	May '93	2-S	Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool	Ubi Soft Nintendo Gametek Electro Brain Electro Brain DTMG Mindscape	December '92 November '91 May '93 November '92 September '93 January '93 November '93	2-S	Password Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dio and Soley Kolleyball	Ub: Soft Nintendo Gametek Electro Brain Electro Brain DTMC Mindscape Hudson Soft	December '92' November '91' May '93' November '92' September '93' January '93' November '93' November '93'	2-S	Password Password Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing	Ubi Soft Nintendo Gametek Electro Brain Electro Brain DTMG Mindscape Hudson Soft Acdam	December '92. November '91. May '93. November '92. September '93. November '93. November '93. September '93.	2-S	Password Password Password Battery Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper V-Ball	Ubi Soft Nintendo Gametek Electro Brain Electro Brain OTMG Mindscape Hudson Soft Acclaim Mc O'River	December '92. November '91. May '93. November '92. September '93. November '93. November '93. September '93. Cotober '93.	2-S 2-S 16-A 2-S	Password Password Battery Password Battery Password Battery
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper V-Ball Riddick Bowe Boxing	Ubs Soft Nintendo Gametek Electro Brain Electro Brain DTMC Mindscape Hudson Soft Acdaim Mc O'River Extreme	December '92'. November '91'. May '93'. November '92'. September '93'. November '93'. November '93'. September '93'. Cotober '93'. November '93'. November '93'.	2-S	Password Password Battery Password Battery Battery
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket	Ubi Soft Nintendo Gametek Electro Brain Electro Brain OTMC Mindscape Hudson Soft Acclaim Mc O'River Extreme Data East	December '92. November '91. May '93. November '92. September '93. November '93. November '93. September '93. September '92. Cotober '93. November '93. Announced	2-S	Password Password Battery Password Battery Battery
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket Soace Football One-on-One	Ubs Soft Nintendo Gametek Electro Brain Electro Brain DTMC Mindscape Hudson Soft Acclaim Mc O'River Extreme Data East Trifflix	December '92'. November '91'. May '93'. November '92'. September '93'. November '93'. November '93'. September '93'. Cotober '93'. November '93'. Announced June '92'.	2-S	Password Password Password Battery Password Battery Battery
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Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket Space Football Cne-on-One Super Black Bass Super Bowling	Ubs Soft Nintendo Gametek Electro Brain Electro Brain DTMC Mindscape Hudson Soft Acclaim Mc O'River Extreme Data East Trifflix Hot-B Amencan Technic	December '92' November '91' May '93' November '92' September '93' January '93' November '93' September '93' Cotober '93' Announced June '92' May '93' Ans '92' May '93' September '92' Ans '93' Ans '93' September '93' Ans	2-S 2-S 16-A 2-S 2-S 8-A 2-S 2-S 2-S 2-S 2-S 2-S 2-S 2-S 2-S 4-A	Password Password Password Battery Password Battery Battery Battery
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Glediators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dig and Spile Volleyball George Foreman's KO Boxing Hyper V-Ball Riddick Bowe Boxing Syde Pocket Space Foolball One-on-One Super Black Bass Super Blook Bass Super Bowling TKO Super Championship Boxing	Ubi Soft Nintendo Gametek Electro Brain Electro Brain Electro Brain OTMG Mindscape Hudson Soft Acctaim Mc O'River Extreme Data East Triffix Hot-B Amencan Techne Sofel	December '92. November '91. May '93. November '92. September '93. November '93. November '93. September '93. November '93. November '93. November '93. Announced. June '92. May '93. September '94. Announced.	2-S	Password Password Password Battery Password Battery Battery Battery
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II California Games II Championship Pool Dig and Spike Volleyball George Foremans KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket Space Football Che-on-One Super Black Bass Super Bowling TKO Super Championship Boxing WCW Super Eraw Wrestling TKO Super Championship Boxing WCW Super Eraw Wrestling	Ubs Soft Nintendo Gametek Electro Brain Electro Brain DTMC Mindscape Hudson Soft Acdaim Mc O'River Extreme Data East Triffix Hot-B Amencan Techno Sofel FC1	December '92' November '91' May '93' November '92' September '93' January '93' November '93' November '93' September '92' October '93' Announced June '92' May '93' Se August '92' October '92' Announced	2-S	Password Password Password Battery Password Battery Battery Password
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Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladators Best of the Best: Championship Karate Bosing Legends of the Ring California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hypper VBall Riddick Bowe Boxing Side Pocket Space Foolibal One-on-One Super Black Bass Super Bowling TKO Super Championship Boxing WCW Super Braw Wirestling	Ubs Soft Nintendo Gametek Electro Brain Electro Brain DTMC Mindscape Hudson Soft Acdaim Mc O'River Extreme Data East Trifftx Hot-B Amencan Techn Sofel FCI U.S. Gold	December '92' November '91' May '93' November '92' September '93' January '93' November '93' November '93' September '92' October '93' Announced June '92' May '93' Se August '92' October '92' Announced June '92' Announced June '92' Announced June '93'	2-S	Password Password Password Battery Password Battery Battery Password
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Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Glädiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper VBall Fliddick Bowe Boxing Side Pocket Space Football One-on-One Super Black Bass Super Bowling TKO Super Championship Boxing WCW Super Braw Wirestling Wires Olympio Games WWF Royal Rumble WWF Super WrestleMania	Ubi Soft Nintendo Gametek Electro Brain Electro Brain Electro Brain OTMC Mindscape Hudson Soft Acclaim Mc O'River Extreme Data East Triffix Hot-B Amencan Technic Sofel FCI U.S. Gold LUN SUPER S Nintendo	December '92. November '91. May '93. November '92. September '93. Annuary '93. November '93. November '93. November '93. November '93. Annucced June '92. Angust '92. October '92. Annucced June '93. Annucced June '93. September '94. Cotober '92. Annucced June '93. February '92. SCOPE	2-S	Password Password Password Battery Password Battery Battery Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II California Games II Championship Pool Dig and Spike Volleyball George Foremans KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket Space Football Che-on-One Super Black Bass Super Boxing TKO Super Championship Boxing WCW Super Eraw Wrestling WCW Super Eraw Wrestling Winter Olympic Games WWF Royal Rumble WWF Royal Rumble WWF Super WrestleMania	Ubs Soft Nintendo Gametek Efectro Brain Efectro Brain DTMC Mindscape Hudson Soft Acclaim Mc O'River Extreme Data East Triffix Hot-B Amencan Techn Sofel FCI U.S. Gold LJN SUPER S Nintendo Bandae	May 93. November '91. May 93. November '92. September '93. January '93. November '93. November '93. September '93. Announced June '92. May 93. Angust '92. October '92. Announced June '93. February '93. February '93.	2-S	Password Password Password Battery Password Battery Battery Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II California Games II Championship Pool Dig and Spike Volleyball George Foremans KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket Space Football Che-on-One Super Black Bass Super Boxing TKO Super Championship Boxing WCW Super Eraw Wrestling WCW Super Eraw Wrestling Winter Olympic Games WWF Royal Rumble WWF Royal Rumble WWF Super WrestleMania	Ubs Soft Nintendo Gametek Efectro Brain Efectro Brain DTMC Mindscape Hudson Soft Acclaim Mc O'River Extreme Data East Triffix Hot-B Amencan Techn Sofel FCI U.S. Gold LJN SUPER S Nintendo Bandae	May 93. November '91. May 93. November '92. September '93. January '93. November '93. November '93. September '93. Announced June '92. May 93. Angust '92. October '92. Announced June '93. February '93. February '93.	2-S	Password Password Password Battery Password Battery Battery Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket Space Football One-on-One Super Black Bass Super Bowling TKO Super Championship Boxing WCW Super Erraw Wrestling WCW Super Erraw Wrestling WMT Royal Rumble WWF Royal Rumble WWF Super WrestleMania	Ubi Soft Nintendo Gametek Efectro Brain Efectro Brain DTMC Mindscape Hudson Soft Acclaim Mc O'River Extreme Data East Triffix Hot-B Amencan Techns Sofel FCI U.S. Gold LJN SUPER S Nintendo Bandia Hi Tech	December '92 November '91 May '93 November '92 September '93 January '93 November '93 November '93 September '93 Announced June '92 May '93 Announced June '92 May '93 Sourced '92 Announced Announced June '92 Cotober '92 Announced June '93 February '92 Cotober '92 November '93 February '92 SCOPE	2-S	Password Password Password Battery Password Battery Battery Password
Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket Space Football One-on-One Super Black Bass Super Bowling TKO Super Championship Boxing WCW Super Erraw Wrestling WCW Super Erraw Wrestling WMT Royal Rumble WWF Royal Rumble WWF Super WrestleMania	Ubi Soft Nintendo Gametek Efectro Brain Efectro Brain DTMC Mindscape Hudson Soft Acclaim Mc O'River Extreme Data East Triffix Hot-B Amencan Techns Sofel FCI U.S. Gold LJN SUPER S Nintendo Bandia Hi Tech	December '92 November '91 May '93 November '92 September '93 January '93 November '93 November '93 September '93 Announced June '92 May '93 Announced June '92 May '93 Sourced '92 Announced Announced June '92 Cotober '92 Announced June '93 February '92 Cotober '92 November '93 February '92 SCOPE	2-S	Password Password Password Battery Password Battery Battery Password
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Jimmy Conners Pro Tennis Tour Super Tennis OTHER American Gladiators Best of the Best: Championship Karate Boxing Legends of the Ring California Games II California Games II Championship Pool Dig and Spike Volleyball George Foreman's KO Boxing Hyper V-Ball Riddick Bowe Boxing Side Pocket Space Football One-on-One Super Black Bass Super Bowling TKO Super Championship Boxing WCW Super Erraw Wrestling WCW Super Erraw Wrestling WMT Royal Rumble WWF Royal Rumble WWF Super WrestleMania	Ubs Soft Nintendo Gametek Efectro Brain Efectro Brain DTMC Mindscape Hudson Soft Acctaim Mc O'River Extreme Data East Triffix Hot-B Amencan Techno Sofel FCI U.S. Gold LJN SUPER S Nintendo Bandae Hi Tech Nintendo Nintendo Nintendo LJN	December '92'. November '91'. May '93'. November '92'. September '93'. November '93'. November '93'. November '93'. Announced June '92'. May '93'. Announced June '92'. May '93'. Announced June '92'. Announced June '92'. May '93'. Soptember '92'. Announced June '92'. Announced June '93'. February '92'. Cotober '92'. November '93'. November '93'. November '93'. November '93'. November '93'.	2-S. 2-S	Password Password Password Battery Password Battery Battery Password

NEW DEMONISLAND

New Demon Island is just one of the many Japanese folk tales that are told on the Famicom Disk System. The stories are told as modern text adventures, with the player using commands such as Search, Use, Read, Talk and Pick

Up, but the stories themselves are traditional tales with familiar characters. They appeal to players from intermediate school age on J up to adults, who like to retell the old legends to their children. Another appeal was that they were disk games. Disk-



popular because players could take their used disks back to the store when they tired of the story and, for around \$5.00, have a new one saved over it. Many stores used to have the Writing Systems that installed the new games, but they aren't as widely used as they once were because the disks hold only one meg of information and aren't canable of saving the newer, more complex games on the market.





RELEASE DATE	June 1988
NUMBER SOLD	250,000
SYSTEM	"FAMICOM DISK SYSTEM
COMPANY	NINTENDO

COMMENTS Don't expect a similar product to hit the American market any time soon. It's not likely that North American players would go for video stones that have as much text as Demon Island has

OFF TO THE RACES

Horse racing-and betting on the horses-is incredibly popular in Japan. If you've ever tried to read a racing form, you know how difficult it can be to digest all of the information in time to bet on the next race. If you carry this Game Boy game to the races with you, it does the work of



analyzing the information available. You input the track conditions and all of the information about each horse entered in the race. Statistics traditionally included in a racing form include how each horse has performed in recent races, including the length of the

race and the conditions under which it was run. It tells who the trainer is, which lockey is up and what weight the horse will carry. Usually, you'd have to read all of the information and make your best guess as to what horse to bet on. With this game, you just enter the current odds, and the game will tell you what bet is most likely to pay off and

send you home with cash in your pocket. The only drawback is that entering all of the necessary information takes time. The game makes its choice quickly, but you'll still have to hurry to enter all information before the next call to post!

東京	18	188	1R
馬番運	刨	想結	果
	0	1- 3	
3-	5	2-3	
3-	7	3- 0	
_	•		

RELEASE DATE	OCT.1992
NUMBER SOLD	
SYSTEM	
COMPANY	HECT

COMMENTS

The game makes fast work of analyzing lots of information, but it is somewhat tedious to enter everything it needs to know. Advance preparation would speed things up. Players expecting a game in which horses actually race will be disappointed by a game that only handicans.

MOMOTARO DENTETSU

All aboard! Super Momotaro Dentetsu II takes you on a train trip across Japan. It's a race to see who can make the circuit first, and a roll of the dice determines how far you'll go. If you're lucky, you'll end up at stations marked by blue squares. As long as you're there waiting for your next roll, money keeps building up in your bank account. If you land at red stations, though, you could be in trouble because you lose money as long as you wait there. If you land at yellow stations, you get to draw wild cards that can move you ahead or earn extra cash.





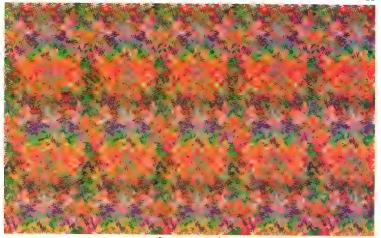
	AUGUST 1991
	60,000
SYSTEM	SUPER FAMICOM
COMPANY	HUDSON SOFT

COMMENTS -With its rolling of the dice, Momotaro Dentetsu has a board game feel to it. Board games continue to be popular here, and some, such as Monopoly and Clue, have made very successful transitions to the NES and Super NES





1.



THE TOP GAMES

Scope out the top ten Super NES titles well as the top five Game Liny and TES Game Fake of 1993.

2

SOUND SUCCESS

Many games take advantage of the excellent audio capabilities that the Super NES offers. Check out the over-achiever



STARE ED-GRAM

Can you see the pictures within the pictures? Not subspace and do it is one a try!

10

PREMES

Cut a jump on the coming year. Sur what we think will be bot in "94. 12



Last year saw the release of a slew of topnotch Super NES titles, which made it harder than ever for us to pare the list of 1993's best games down to only ten. Star Fox started the year with the screaming blast of a streaking Arwing when it debuted to rave reviews at the winter CES in Las Vegas last January. And, to no one's surprise, games in the street-fighting genre carried over from '92 and continued to be big news for the Super NES. Street Fighter II Turbo and Mortal Kombat stood out from the huge crowd of Street Fighter wannabes. While many of the imitations paled in comparison to the original, Clay Fighter made our list of Honorable Mentions for its innovative approach to the tried and true formula.

Link grabbed the hotly contested top

spot on the Game Boy list, and while there were fewer NES games released than in previous years, perennially popular Mega Man and Battletoads both showed up in totally new action titles that claimed spots on the NES Top 5.

We listed all of the games released in 1993, took a close look at the ratings they earned from Nintendo's pro game evaluators, then sat down to debate the top games' merits. We considered technological advancement and innovation as well as playability, diversity, and depth. When the dust settled, we came out of the Star Fox conference room with the definitive list of 1993's best games. All of the titles that made the cut come highly recommended by Nintendo Power.

Super Nintendi





STAR FOX



SUPER MARIO **ALL-STARS**

There was no argument about which game would be named Number One this year. Star Fox blew away the competition for 1993's top spot by pairing advanced technology and a challenging game experience in an all-new, outer-space adventure. For sheer excitement and innovation, it earned top honors from critics everywhere,

Star Fox is the first in a new generation of video games to contain the Super FX Chip, which utilizes RISC





(Reduced Instruction Set Computing) technology to create amazingly fast and detailed animation. The custom chip is capable of making lightning-quick calculations to scale and rotate polygons and sprites, which results in super smooth, 3-D animation. The net effect is a new sense of realism that rises head and shoulders above anything we've seen previously for home video systems.

The FX Chip isn't the only star in this show, though. It shares the bill with Fox McCloud and his lively crew of interstellar mercenary pilots hired to save Corneria from the supremely evil Emperor Andross, Congratulations, Fox, Your mission has been a resounding success.



Involving from the moment the Arwing blasts onto the screen, Star Fox earns high marks for excitement and innovation. Well done, Fox

Nintendo went from creating something completely new in Star Fox to updating its all-time most popular NES games Super Mario Bros. 1, 2 and 3, for play on the Super NES.

We put all three on a single Pak along with the Lost Levels, which were previously unreleased in the U.S. What a value! There's no doubt that the unprecedented, powerhouse package has to rate among the year's best.





STREET FIGHTER By Capco

Capcom followed up last year's number one game with another street brawler that features faster movement and

awesome, new special combination moves that made it a standout among this year's throng of pretenders to the street fighting throne. For the first time, all of the speed, characters, moves and options of the arcade version made it home, only to the Super NES.





SUPER EMPIRE STRIKES BACK

Super Empire Strikes Back duplicates Star Wars' fourthplace showing in last year's Top 10 list, but we think it's even better, with more stunning special effects, more vari-

ety in the stages, and more challenge than ever. This innovative sequel takes Luke, Han Solo and Chewbacca back to battle the dark side once again, in a game that mirrors the plot of the hit movie.



5 MORTAL KOMBAT

Rv Acciai

8 BATMAN RETURNS

Acclaim's Competition Edition of its arcade blockbuster came to home video accompanied by all the fanfare befit-

ting a world-wide martial aris tournament. Incredible digitized graphics and an exclusive handicapping option set it apart from the many other street fighting titles introduced in '93.



Batman rides—or flies—again in Konami's Super NES action game that checks in at number eight on our Top 10

list. Digitized music from the movie's original score accompanies the fast-paced action that pits the Dark Knight against Catwoman and The Penguin, among others. It's street fighting with a twist





2.....



Mickey graced our January issue clad in his fire fighter suit, one of three suits that give him special powers. The suits

are only part of what makes the game magical. Superior graphics and sound, as well as varied terrain and solid play control, add up to a game that is certainly one of 1993's best.



It's no secret that Square Soft's Secret of Mana is a great game—it made November's cover. It has stunning graph-

ics, entertaining screen text and great depth of play. One of the game's many innovative features is that up to three can play at once, each controlling one of the three main characters.





/ Interplay

Interplay broke into the Top 10 with The Lost Vikings, an intriguing, innovative title that turned the action/puzzle cat-

egory upside down. The graphics and sound are first rate, and the text is downright hilarious, but what really makes this game so great is that it's such a deep and compelling play.





Konami scores another Top 10 title with Buster Busts Loose, a series of cinematic escapades that begins at Acme

Looniversity. Buster is the star but he meets up with other Toons for bonus games and cinema scenes. With great play control and three difficulty settings, it's fun for players of all ability levels.



SUPER NES HONORABLE MENTIONS

SPORTS

Madden NFL '94 NHL Stanley Cup Nigel Mansell's World Championship World Soccer '94 WWF Royal Rumble

ADVENTURE/RPG

Aerobiz Goof Troop Operation Logic Bomb 7th Saga Shadowrun

MOST INNOVATIVE

Alien³
Clay Fighter
E.V.O.: Search for Eden
Rock 'n' Roll Racing
Taz-Mania
Zombies Ate My Neighbors

GAME BOY



By Ninter

Link's Awakening shot to the head of the Top 20 list as soon as it was released, but it was a short trip—anticipation had the game hovering in second place even before players got to see how great it was. Many who have played it contend that Link's Game Boy adventure is even better than his enormously popular Super NES epic.







The mega-popular mini-hero returns to action with Rush, Flip Top and Beat in a game great enough to grab second place on our annual list. Only Link could best Mega Man.



The winged terror who flaps at night and pecks at your nightmare fights the agents of F.O.W.L. in this translation of his NES adventure. It plays well on Game Boy.



The NES version made our Top 10 list for 1992, and we found '93's Game Boy version to be just as much fun, especially in the fast-paced two-player Game Link mode.



KIRBY'S PINBALL LAND

By Nintend

Kirby puts a clever twist on traditional pinball, becoming the ball and huffing and puffing around the screen. Power pinball players will like the play control.





I MEGA MAN ▼I

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Mega Man's popularity has only grown since his first U.S. release late in 1987, and so has the number of adventures the's appeared in. He has developed a loyal following that eagerly awaits each new release and it wasn't disappointed in '93. His sixth NES adventure, in which he uses two new. specual Power-Ups, might just be his best.





BATTLETOADS & DOUBLE DRAGON: THE ULTIMATE TEAM

What a concept! Two of the baddest teams ever to hit the NES star together on one Pak, and you can play as a character from either team. It was our only NES cover for '93.

3 KIRBY'S ADVENTURE

Kirby's simple shape belies the fact that he's capable of performing a variety of stunts. In this adventure, he can acquire the skills of more than 25 enemies!

4 JURASSIC PARK

Last summer's blockbuster came to the NES in a thriller that put players in the midst of the Jurassic experiment gone awry. This title wasn't an endangered species.

5 YOSHI'S COOKIE

If you caught Dr. Mario Fever or were taken by Tetris, you won't want to miss Yoshi's Cookie. It's a fast-pace puzzler with a two-player version that really cooks.

BOUND SUCCESS

A race car revs and screeches from the starting line. A guitar screams out the opening riff of a classic rock tune. An announcer erupts in a frenzy of flashy phrases. This is the sound of video gaming today—a far cry from the blips and

bleeps of Pong and Asteroids. How does the Super NES generate sounds and what new innovations are being made by Super NES game developers? Read on and discover the secrets of Super NES sound.

CTECH TALK

Not many players buy a video game because it has great sound effects and music, but the sound track adds excitement and realism to the action just like the sound track of a movie or TV show. The process of creating sound for Super NES games, however, is more complicated than you might think. Computers like the Super NES don't understand music any more than we would understand the language of aliens from deep space. The Super NES needs musical or sound signals to be translated by a program called a Sound Driver. Only then can the Super NES's brain, the CPU (Central Processing Unit), understand the sound signals and send them on to the Sound CPU, DSP (Digital Sound Processor) and D/A Converter where the signals become compatible with television or stereo sound systems. In turn, the television or stereo feeds the signals to its speaker system to produce the actual sounds we hear.

Every game is equipped with a Sound Driver, which is a program that converts music instructions and data in the game's ROM (Read Only Memory) into Super NES data. But as you're about to hear, not all Sound Drivers are created equal. When a company acquires a Super NES

Development System from Nintendo, a standard Sound Driver is part of the package. Some companies use this Sound Driver when they make games, while other companies develop their own custom Sound Drivers so that they can make music in new, creative ways.

Custom-made Sound Drivers often include innovative features that were created to make use of the sound system in ways that were not thought of when the original Sound Driver was developed. This look into the Super NES sound system and the people who are creating sensational sounds for Super NES games concentrates on companies who use custom Sound Drivers that expand the abilities of the system.

SYSTEM OUTLINE



Inside the Super NES Sound System

Sound CPU

The Sound CPU (Central Processing Unit) controls the geme music and sound effects. It receives information from the main CPU and Game Pak ROM and sends it to the sound system RAM and the OSP.

DSF

The DSP (Digital Signal Processor) uses the information that it receives from the Sound CPU and RAM to create the game sounds.

512K RAM The musical score and digitized

sounds are stored here

D/A Converter This component converts the

digital signal from the Super NES Sound System to analog so that it can be sent to the television or stereo.

SUDDIFIER OUNCE

Creating sound effects and music for Super NES games is a laborious process that requires skill and patience. Most sound designers work at a computer keyboard, creating files that will tell the system where each note will go, how long the note will last and where the soundtrack will make use of special effects such as volume changes and stereo pans. Once this file is written and compiled, the results of many hours of work can finally be heard.

Some companies that develop games for the Super NES have created Sound Drivers that give designers more feedback. Software Creations has been a sound innovator for many years. Their projects include Plok. Super Off-Road, Spider-Man and the X-Men and sound work on Rock 'N Roll Racing, The Software Creations Sound Driver, written by technical director Michael Webb, is faster than most. Richard Kay, Software Creations managing director, says, "The secret of our system is sheer speed. Our tools can compile music instructions into Super NES data and transmit that data to the Super NES almost instantly. This makes the process very interactive." The system is also quite versatile. "We do not use straight samples when we create music and sound effects," says Richard, "We can sample a trumpet sound, for example, and manipulate it to sound like many other instruments." This ability to manipulate sounds allows the sound designers to make many different sounds out of only a few samples.

Another company that is making waves in Super NES sound is Interplay. Their A.R.D.I. (Advanced Real-time Dynamic Interplay) Sound System was used in the creation of



such recent hits as Out of this World. The Lost Vikings, Clay Fighter and Claymates. Like the Software Creations Sound Driver, the A.R.D.I. Sound System allows for quick feedback to the sound designer. The system has a MIDI (Musical Instrument Digital Interface) plug that is fits into a Super NES Game Pak slot. With this innovation, sound designers can compose music with a sythensizer, input the MIDI file into a Super NES and listen to how it will sound immediately. They can also can also make changes in volume, stereo panning, echoes and other effects as the music is being played. Since this system is more "user friendly" than most, the designers at Interplay have more choices in selecting composers. Says Charles Deenan, Interplay Audio Director, "We can use musicians who don't have to be technologically inclined."

The A.R.D.I. Sound System also allows for long songs with very little repetition. The Sound Driver reads the musical score directly from the Game Pak's ROM, instead of drawing from the more limited RAM of the sound system, so that the piece of music can have a bigger and more complicated score than most video game music. The extra space in RAM also gives more room for more digital samples.





PIBSY GETS HIS YOICE

Bubsy in Claws Encounter of the Furred Kind is the debut of Accolade's wacky bobcat, Bubsy, who wisecracks his way through the 16-stage yarn. Bubsy Producer John Skeel says that finding the right voice for the character was a real challenge. "I knew that the sound of Bubsy's voice would really communicate his personality, so I wanted it to be perfect...I spent weeks going through stacks of voice talent tapes and just didn't find what I was looking for." After a long, fruitless search, John got a call from Sacramento vocal actor Brian Silva. "We spent an afternoon trying different voices...a Brooklyn accent...a Jewish accent...until we settled down and got the right sound," Then John digitized Brian's recorded voice and sped it up. The results were the perfect combination of Daffy Duck. Bugs Bunny and many other classic toons that provided inspiration for the design of the character.

There are 16 Bubsy-isms in the game, making for approximately 22 seconds of digitized speech. During the game's development. John and his team wanted to create a trademark phrase for the character. "Whatever blows your hair back" was a leading candidate. Then, as Murphy's Law started taking its toll on the project, team members often quipped "What could possibly go wrong?" That caught on and became Bubsy's catchphrase.

Last Thanksgiving weekend, a Bubsy cartoon pilot aired with Teenage Mutant Ninja Turtles veteran Rob Paulsen as the voice of the bobcat. The show could become a regular series. Accolade is also planning a Bubsy sequel.

MOOD MUSIC

In addition to making technical innovations, developers are coming up with new ideas for types of music and sound effects to be featured in Super NES games. Rock 'N Roll Racing from Interplay, with sound developed by Software Creations, is a prime example. It includes well-produced versions of six classic rock songs such as "Bad to the Bone" and "Born to be Wild" as well as the wild announcing style of Larry "Big Mouth" Huffman.

Activision has published a pair of games that also use popular music in the soundtrack. The idea to add fastbeat, high energy techno music to action-packed games occurred to Activision producer Kelly Rogers at a dance club when he was trying to think of the right type of music to include in the side-scrolling shooter Bio-Metal. The game's soundtrack, featuring music from techno super group 2 Unlimited, met with a lot of

R POWER CLUB

critical acclaim, leading Activision to use the music of the up-and-coming band Psykosonik for the soundtrack of X Kaliber 2097, a futuristic fighting game. The songs, which were Psykosonik composed by singer/songwriter Paul Sebastien. have been climbing up the Billboard Magazine Dance Music Chart. "The main reason that we were interested in doing something for a video game is that we like games," says Psykosonik member Theo, who, along with his bandmates, has made it to the fifth stage of the game.

Paul sent MIDI files of the Psykosonik music to Activision via Compuserve. Then the engineers at Toshiba EMI took on the task of adapting the music from a memory intensive format to something that would be feasible to work into the Super NES sound system but didn't compromise the sound of the music. "We used a lot of techniques in creating the music that we haven't used before," says Kelly. The result is a

CLAY FIGHTER, CLAY CLAY FIGHTER 1 C'MON FIGHT THEM IF YOU DARE. 00H.

video game soundtrack that sounds like a hit record. Footage of the game may appear in an upcoming Psykosonik video.

Taking a different approach to popular music, the designers at



Interplay called on vocal group Euphony to sing the theme song to Clay Fighter for the game's title screen. The catchy tune features several seconds of digitized singing and a full band. Since the total memory required for the samples included in the song well exceed the limits of the sound system's RAM, the samples are loaded from the ROM into the RAM on the fly using a looping tech-

Music style is a major consideration in creating atmosphere for video games at Interplay. "We had a debate MAN FIGHTER, CLAN CLAN FIGHTER IIT 'EM, SMACK 'EM THEY DON'T CARE



over the kind of music that would be used in (The Lost) Vikings," recalls Charles Deenan. Charles wanted to create a light-hearted, fun atmosphere with beat-oriented dance music. Other people involved in the project thought that a more serious approach would be appropriate. In the end, the dance music idea won out, and now, everyone involved cannot imagine the game any other way. Music for the upcoming Interplay epic, Lord of the Rings, will have a much more orchestral, cinematic feel.

A cinematic style was the target for the soundtrack to Acclaim's Alien', which was developed by Probe Software. While Acclaim did not have the rights to use the actual compositions or sounds from the Alien films, the sound designers at Probe did listen to music from the Alien movie soundtracks and other sci-fi thriller soundtracks for inspiration. The results are atmospheric and spooky. The game also includes a line from Aliens that plays after the last player character has been defeated: "Game over, Man!" The designers were not able to use the actual piece of dialog from the film, so they had a member of the staff perform the line. They ended up with a humorous line that breaks the tension of being defeated by acid-blooded alien and sounds almost exactly like the original reading.



The Legend of Zelda: A Link to the Past

Nintendo

The epic music and realistic sound effects of The Legend of Zelda A Link to the Past take it to the top of our list of greatest Super NES soundtracks of all time



2 Rock 'N Roll Racing Interplay

3_ Final Fantasy II Square

4. Clay Fighter

Interplay 5 ActRaiser Enix

6_ Star Fox Nintendo

7 Super Mario World Nintendo

Super Star Wars JVC

9. Plok Tradewest

10. The Lost Vikings

The Lost Vikings is one of four

Interplay



The sound team at Probe software researched sci-fiction movie music and sound effects in order to create the right atmosphere for Alien'



This one earns praise for the humor that the music brings to the game. While you might expect fanfares and orchestrated themes in a game that features a too of Vikings, this soundtrack is pure hip hop

Nintendo

12. Super Off Road

Tradewest 13. Super Empire Strikes Back

14. Super Mario Kart

Nintendo 15. ActRaiser 2

Frax

16. Alien³ Acclaim

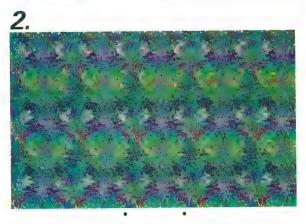
17. Bubsy in Claws Encounters of Accolade 18. Bio Metal

Activision 19. Batman Returns

Konami Claymates Interplay

GIVE IT A GO!

Some people see the images in these pictures almost immediately while others couldn't pick them out even if their lives depended on it! Make sure everyone you know gives these a try.



HINT: It's not Mario, but he can jump higher than Mario.

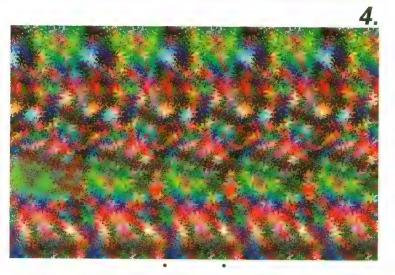


HINT: It goes great on pizza.

TÁKE-EÓ-GRÁM STÁRE-EÓ-GRÁM STÁRE-EÓ-GRÁM STÁRE

SUPER POWER STARE-EO CHALLENGE

Two free Super Power Stamps could be coming your way if you can make out what's in Stare-EO-Gram number 4!



HINT: No way! Forget it! No Hints!

TO SCOPE IT OUT:

If you are having trouble seeing the images in the pictures, here are a few tips that might help you to visualize them.

emIGS-EVED STYLE. Look at the year does under the prosures. It conveyes year years of these appears to be four dots. Of those four dots, any the existing bit interfere they are they appear are sone, Keeping the same forcus move your eyes up or the picture down and stare at it. Don't get true kneed if you can't even in many somedistienty, kneep yet as while. It willing the order of the series of the control of the series of the serie

EMPALLE. STYLE Relax, and try to set your mouse in the distance. The liver is to see "firmight" the page, As with the Cross-speel style; the two dots under the pictures should appear to be four. Bring the lines two together to form one dot. Hold your focus and in the image appear before your systs.

CONTEST RULES

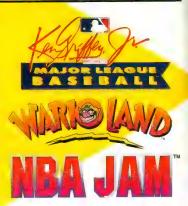
On a 3 1/2"x5" card, write the answer to the Stareeo gram question and send it along with a selfaddress standard envelope to be address.

SUPER POWER STARE-EO CHALLENGE P.O. Box 10224 Des Moines IA 50336-0224

All entries must be postmarked no later than February 15, 1994. Not responsible for lost, stolen or misdirected mail. Please allow 3-4 weeks for delivery of Super Power Stamps. One entry of Super Power Club Member, please.

PREVIEW 199

1994 looks like the best year ever for video game players. Get ready for excitement of Super Metroid, the realism of Ken Griffey Jr. Presents Major League Baseball, the innovation of Wario Land and the action of NBA Jam.





Ever since the introduction of the Super NES, players have been calling Nintendo to find out when Super Metroid will come out. Players assumed that any game as good as the original Metroid had to be adapted to the Super NES. They were right, and the long wait is about to end.

When Super Metroid hits the stores this spring, players will return to the planet Zebes with Samus Aran, a one-woman, intergalactic SWAT team, to battle the evil Mother Brain for the last time. Although this will mark the end of the Metroid series, Samus Aran will have a new galactic menace to overcome in future games. In Super Metroid, players will revisit several areas and enemies from the original game, but they will also explore new regions and battle new foes with new moves and weapons.









Many elements that made the original game a classic have been enhanced. The passages of inner Zebes are so vast that the programmers anticipate having to use 24 megabits of memory, making Super Metroid the biggest game ever for the Super NES. Some elements were borrowed from Metroid II for Game Boy, like the Save Points and the battery-saved memory. Kraid and Ridley return from the original in hideous new forms along with an army of new and redesigned enemies.





Mr. Sakamoto, the project director, told Power that, "Metroid has a lot of possibilities and we have to include all of them to make the game as enjoyable as possible." Ten programmers and designers at Nintendo's R&D 1 group have been working overtime for months trying to include those possibilities. The game is being tailor-made for North American players, because Metroid was never as popular in Japan due to the fact that it was released on the Famicom Disc Player format.



Samus uses the Grappling Beam to swing over pits and hazards too wide to jump



When this statue comes to life, the challenge involves using the right weapons and moves

As for the popularity of Super Metroid in the U.S., the incredible action and vast world are sure to make it one of the top games of the



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What areade game is hotter than Mortal Kombat? Try NBA Jam Session. The Super NES adaptation of this mega hit has been in intense development at Acclaim for the past eight months and it should be released soon. Working with programmers at Iguana Entertainment, Dan Feinstein and Asif Chaudhri of Acclaim's White Team have pulled out all the stops to give NBA Jam for the



Super NES the same excitement as the original, and in some respects they have gone beyond the arcade game. At the heart of Jam is the two-on-two action between NBA stars. The players appearing in the game have been updated to reflect trades and changes, and the challenge level has been increased in several categories, including

Defense, Intercept and Shots. There are guest stars, too, but Acclaim is keeping the lid on their identities.

According to Feinstein, the original arcade game code was ported and adapted for use with the Super NES. Although the games aren't identical, the home version includes the trademark digitized player screens, many





of the same voice samples, and 57 jam combinations. That's a lot of jamming, and it's taken the developers lots of 16-hour days to put it all together.

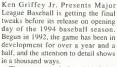
Acclaim may be uniquely positioned to adapt NBA Jam since they have worked closely with the NBA and Williams on several other prod-



mation between Acclaim. Williams/Bally/Midway and the NBA made the quick development possible. Even more important may be Acclaim's familiarity with the intricasies of pro basketball and NBA players from their earlier games like NBA All-Star Challenge.



Go Inside the Majors with the Griff



The game was designed by Brian Ullrich, a former Power editor and baseball fanatic now working with Software Creations in England. It may seem an unlikely union, but Brian has educated the talented British developers about baseball to the point that many of them are now rabid fans. The enthusiasm for their video game is also shared by Jeff



Hutt, the game's producer at NOA, and his chief expert and play tester, Ken Griffey Jr. The 16 megabit game is designed to have a fun, arcade feel with humor as well as fast, realistic play. Part of that feel comes from the voice of American League Umpire, Steve Palermo, who may be better known as the heroic ump who saved a person's life during a robbery. Visual antics also add to the fun, like batters blowing bubble gum, or fighting with the pitcher after being hit by a wild pitch.

According to Hutt, the toughest part of making a sports game is creat-



The players are highly animated, from batters blowing bubbles at the plate to fielders diving for the catch





ing the artificial intelligence that controls the computer characters. The designers have to anticipate every possible play. For instance, with the bases full, the primary defensive command is to throw home. But that changes if there are two Outs. The trick is to anticipate unusual occurrences and program a smart response. Ken Griffey Jr. MLB covers the bases with 150 fielding animations.

The game is impressive in other ways, too: a full compliment of options, team editing, battery-saved memory, and the inclusion of every major league ballpark. You'll also find complete 1994 schedules and the new playoff scheme along with





updated team colors and logos. This spring, you won't have to go out to the ballpark for America's pastime, it's coming home to you.



APARIS MAN

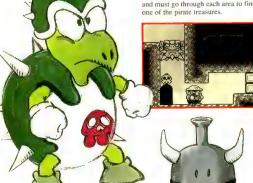
Wario isn't bad, he's just mad in this new action adventure

The bad boy of Super Mario Land 2: 6 Golden Coins will soon return to the small screen in his own adventure called Wario Land, Not only is Mario completely out of the picture in this game, all the enemies and areas are completely new. The game world, which includes an overworld map and lots of areas to pass through, will remind players of SML2, but the enemies and challenges they find in Wario Land are all new. R&D 1, the same Nintendo development group that is working on



Super Metroid and which developed the Super Mario Land games for Game Boy, wanted a fresh look and new moves that would appeal to Mario fans. Now, after more than a year in development, they're putting the final pieces in place in order to meet a spring release date.

So what's Wario up to this time? Having been kicked out of the castle by his old nemesis, Mario, Wario sets off to earn his fortune the old fashioned way—by stealing it from pirates. He figures that if he can find enough of the pirates' hidden treasure, he will be able to buy his own castle. Who needs Mario anyway? Wario lands on the pirates' island, and must go through each area to find one of the pirate treasures.









The main move for Wario consists of him lowering his shoulder and charging forward like a mad bull, knocking enemies out of the way. But that sin't his only move. By finding different special hats, Wario gains new talents. With the Jet-pack hat he can fly. The Dragon hat breathes fire and the horned hat can stick into ceilings.

The art used in planning the game captures the angry, comic intensity of Wario. The designers used large characters in the final game for a more effective, cartoon feel. Fans of Mario games should find Wario Land to be a fun change of pace.



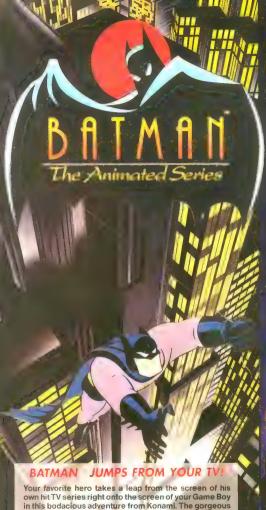












THE FIVE

Gotham City is home to two of the world's most cratty errors tighters, by where there are heroes, there are alrey errors in their toes. In each challenging episods, Bettman and Robin must take care at the chaos that Gotham's most dishonorable citizens have created. It will take nerves of steel and tiss of troe succeed?

"THE JOKE'S ON YOU"

the two begans with little practically like himself he's the only one who's laughing though, because the Gifts and Teddy Bears are actually eleverly disquised bombs. And what were once friendly Clowns are now teckless robots on the impage!







graphics and awesome play control make it a pleasure to





Punch the Gifts to diserm disguised Bombs. Not all the Gifts are tricks — you could find useful rtems like the Bat Shots!



2 ANOTHER ROUTE

Take a short cut by using the Advanced Climbing or Grappling Techniques to climb up the narrow space on the left



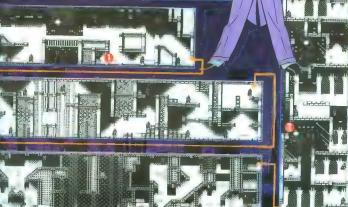
BOSS THE JOKER™

The Joker will take some time to defeat if you want to preserve your Stamina. Heing off the left platform to avoid the Bears and wait until The Joker's on your right to drop and punch.









Fhat master of mayhem, Mr. Freeze and that homicidal henchman, the Scarecrow, have left Gotham City in the cold, and it's Batman who has to put their plans on ice. Luckily, he pesn't have to do it alone because his partner in crime-lighting, Robin. will come to the rescue!







Although Robin has less Stamina than Batman, he does have the useful ability to walk on the ceilings





As soon as you switch to Robin, jump up to the ceding to avoid the barrage of enemy fire that comes

SCARECROW TM BOSS



This Scarecrow creature deesn't scare Robin away With a little practice, Robin can make a nest out of this half-witted haystack. Hang out on the ceiling until Scarecrow approaches from the left. Drop down and give him the old "one two nunch" then jump back up to the cerling before he even knows what hit

TO SCARECROW

A BETTER ROUTE

It's a-maze-ing in this part of the building, so he careful not to get lost! Take the left route once you get to this point in Episode 2 Along this path, Robin has the chance to collect two Hearts. This is a tough section, and Robin needs to take advantage of every opportunity to grab extra Hearts.





Once you defeat Scarecrow, it's time to bundle up and get ready for the mozen fun Mr. Freeze has to offen

Be sure to duck and avoid the Freeze Beams or you'll be turned into a Pensicle for sure!

BATMAN THE ANIMATED SERIES



ACTION TECHNIQUES IN THE AIR

CLIMBING THE WALLS



Hold Right and A to grab on With some practice you can then continue pressing the Control Pad Left and Right while holding A to shinny up between the walls

ADVANCED CLIMBING TECHNIQUE



This is similar to the Basic Technique but you can use it when there is only one wall to comb up Grab on but just release the Control Pad instead of pressing Left

BASIC GRAPPLE TECHNIQUE



Use the Grappling Hook to pull yourse ! up on moving lifts and certain Boors Holding Lip and A shoots the Hook A again shortens the wire and pressing Up again will pullyou up

ADVANCED GRAPPLE TECHNIQUE





To swing across odd gaps jum hook to the ceiling then press Down to release As you fall quickly press Up and A to hook again Press A to shorten the wire and repeat

EPISODE 3 "THE GREEN MENACE"





has on the said Contoman have somed and turned Gotham City into a real coordingle, but that isn't all the have this dangerous duo has created—they we kidnapped farvey Den as well. By up to our Capear resaider to make his way through the snow-thy and welk our Poisson has a plan by boosts.













How can Batman beat Catwoman? With some favored footwork. Jump toward her punch then quickly jump back before she can kick.





2 KICK THE WALL

It's easy to get burned in this hot spot! Jump and hold Right from the flames to hang on to the right platform then quickly hold Left and jump to the left platform



BOSS

AT WOMAN

This ferocious feline will give you more than just a scratch! Give her a punch then jump back up on the wall to stay out of her reach





START

rry of free four flor has all rights and their flow is the first process of the flow of th





DEFEAT WITH THE GRAPPLE

scaling skifts to get past these nasty spikes in the finor Use your special ceiling the floor



THE CEILING'S THE WAY

You can defeat those pesky creepy crawlies on the cerking by using your Grappling Hook as a handy weapon.



BOSS

POISON IVY

BATMAN THE ANIMATED SERIES



Stay on the left side until the vine comes down. Jump over Poison lvy's spears and get right in front of the Strange Plant. Pummel it with punches while its mouth is open to make it salad in no time.











TO POISON IVY

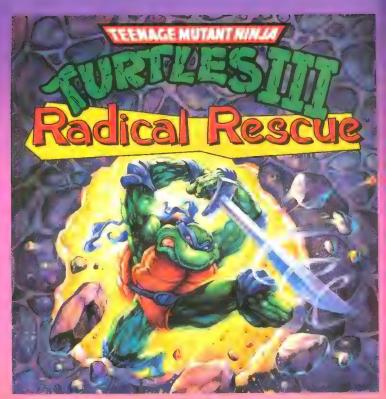
HE BATTLE

s dob't end here been a real real size of a sole to go will the Dark Knight's lights of the been sole of the









VENGEFUL

to the Come Ber 64to the Come Ber 64-

STORY

As the adventure opens. Michelangelo goes out to the pizza place to pick up the usual evening fare. The rest of the sewer crew is watching TV when its reporter friend. April O'Neil, disappears while broadcasting a special news bulletin. Fearing foul play, the trio sets out to investi-



unwittingly instead to the most heinous hideout of Cyber Shredder.

gate but is led



When Mike returns to find his brothers missing, he, too, heads to the house of horrors. This is where the terrifying tale begins, and it will take the toughest Turtle teamwork to make it out alive. Cowabunga!

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FREAT FOUR

TMNT III RADICAL RESCUE



Michaelangelo can either use his Nunchakus as a weapon or swing them above his head to create a helpful Heli-Hover device. Mike can hang in mid-air!





Leonardo's razor sharp Katana sword is so sturdy that he can disintegrate bricks with it! It comes in handy at what appear to be dead ends.



RAPHAFI

Raphael's Sais are quite quick but have a short range. His real advantage is being able to hide in his shell to squeeze through tight spots.







DONATELLO

Donatello's Bo is slow but has a long reach. His special ability utilizes that super sewer sticking power and allows him to scale sheer walls.







THE FORTERS

The Fortress is broken into five separate areas. In order to proceed from one area to the next, you must collect an I.C. Card from each Boss. START **□** 14 Θ ☑ 27 æ

AREA 1 (page 80)
AREA 4 (page 82)

AREA 2 (page 81)
AREA 5 (page 80)

AREA 3 (page 82)

ONE WAY DOOR

THE BEST ROUTE

1+2+3+5+6+7+8+9+10 →9→11→12→13→14→15→9 +8+6+5+4

There are three tough tasks to complete in this area. Delear that scounarel Scratch, get Card 1, then rescue Leonardo and head through Door 1.

ROOM STARTING POINT



Traveling through the treetops is safer but maneuvering there takes a little more practice than it does on the ground route.

THE FORTRESS



Inside the Fortress, keep your eye out for helpful items like the Whole Pizza in the upper right corner of Room 2.

ROOM 3 DOORS



There are five doors in this room, but two will have to wait until you've rescued Donatello in Area 2.

FIRST DOOR



Come back to this spot when you have Card One. The door will open and you will be able to go down the ladder

ROOM 5 SNACKS



ONE-WAY



There's no turning back when you cross the threshold of the one-way door in the lower left

ROOM 7 DON'T STOP

Don't stop and chat with the stone throwing enemies in this room. They aren't very friendly

ROOM 9

FIRST CARD



This is where you and the recently rescued Leonardo will come to get Card 1

ROOM 9

PASSAGE

Scratch is in the very next room! Take the marrow passage in the lower right to make your entrance.

ROOM 10 SCRATCH



If Scratch hops twice straight for you. If he upcoming Scratch Attack, Duck to avoid the Iron Ball altogether



ROOM 11 SPIKES

Once you fall to the floor, there's no way to climb back up. Avoid the spikes as you fall down.

ROOM 12 HOP UP

Hop up on a Barrel to avoid the Creepy Crawlies that slither along the floor

ROOM 13 LEONARDO



you can move on.

ROOM 14 LIFE-UP



Grab the Heart to refill your hit points, then continue down through the floor

ROOM 15 PIZZA LIGHT

The Whole Pozza in the lower left is closely guarded by lasers. Going for it could be risky!





THE BEST ROUTE

16→17→18→19→20→19→18 →21→22→23→24→23→25→ 26→27→28→29→28→27→25 →30 → 31 → 30

Your two other Turtle brothers, Raphael and Donatelle, are being read captive, but Mike and Leo are on their way to save the day!

ROOM 16 GO LEFT

Breaking the floor on the left side is the satest way

ROOM 17 SPIKES

Use Mike's Nunchaku Heli-Hover technique to maneuver over the spiky floor

SNACK



Regain some strength with a Pizza snack in this room. Dirt Bag is so close you can smell him!

The pasky little creatures in this room are a real pain

NG OM 20 DIRT BAG







Dirt Bag stomps loudly carnes a big Pick Axe and as just one thing on his mind - Turtle Soup! Watch carefully for some special attacks like the Pick Axe Pounce and the Dash Uppercut. Don't worry, our Turtles can take out this piece of trash in no time



ROOM 21 TOUGH

Whew - that was a close one! It will be difficult getting to Raphael if you don't have much energy.

in the shell. Take the upper routs to avoid them. **ROOM 22** RAPHAFI

ROOM 19 PESTS



Use the Heli Haver Technique to get over the spikes and make your way to the upper left to be reunited with Raphael



ROOM 23 PASS

Raphaef is good to have in a pinch. Use him to get through the narrow path at the bottom of this room.

ROOM 25 PIE TIME



This is a tough room, but don't turn back now! Triceration is just around the corner

SECOND CARD



They say that Raphael hides in his shell because he is shy. In this case, he can use this extra measure of protection to retrieve the second Card.

100M 26 LIFE-UP



When the going gets tough, the tough get tougher, just like the enemies in this room and beyond

TMNT III RADICAL RESCUE

ONE WAY



This is the perfect spot for a Pizza picnic, but don't go through the one-way door yet!

LASERS

Raphael is better protected than the others from the barrage of laser fire you'll encounter in this room.

ROOM 29 TRICERATON





Stay clear of the paralyzing Thundershot, but if Tricera ton jumps, run underneath him and attack from the opposite side.

SECOND DOOR



Use Raphael to defeat the flying enemies before they have a chance to shoot their missiles

ROOM 31 DONATELLO





You'll want to jump for joy at the sight of Donatello but don't hit your head on the spiky ceiling



Whoopee! Now that the Turtles are: back together again, they can combine their special skills and talents to collect Card 3 and go through

THE BEST ROUTE

32 -> 33 -> 34 -> 4 -> 3 -> 35 -> 36 -> 37→33→34→4→3→35→35→ 38 → 39 → 40

THIRD CARD





Use Donatello to

get down to about the middle of the room, then switch can break the floo and get the well deserved Pizza

CAR HOPS



There are two Pizzas in this room, but only one is attain ble. Avoid the Foot Clan Cars by jumping over them.

HOUSE MEDICAL GO BATTY



Those Bats will drive you up the wall as you try to scale it safely.

Destroy the third block from the left in the floor of this room and fall through the floor to collect

ROOM 37



FALL OUT

Passing through this room is tough, but don't fall or you'll have to start back at Room 37

TAKE HEART



Raphael and fall through to get the Heart, then change back to Don to get to the surface again

ROOM 34 UP

You could reach this room back in Area 1, but you couldn't continue through it. When you reach it now. though, you can continue going up





ROOM 39 FRESH AIR



Life outside the Fortress isn't nearly as hard as it is inside It's just a short visit, though

ROOM AT THIRD DOOR



Raphael can squeeze through to retrieve the Pizza, then Don can break through the floor on the right side

That rabid reptile Scale Tale has hidden the Ninja Turtles' martial arts master, Splinter, somewhere in Area 4. They've had close calls before, and nothing can stop the Teens from resTHE BEST ROUTE 41→42→43→45→46→47→48 →49→50→51→52→53→52→ $51 \rightarrow 50 \rightarrow 55 \rightarrow 56 \rightarrow 57 \rightarrow 58 \rightarrow 59$ →60→59→58→57→56→55→ 50→54→49→48→47→46

ROOM 41 PIZZA DELIVERY



Use Donatello to get the Pizza waiting for you on the right side





Watch your step! The mines in this room could quickly turn your first step into your last

ROOM 43 HEART

TRAPS

There is a Pizze in this room, but the more lasers and flames make it risky to pursue

Breek the flow on the lear side to get a helpful Heart.

ROOM 45 LIFE-UP

FOURTH DOOR



To get through this laser-filled more reasonably unscathed, keep running-and don't look back!

SIDE PASS

Head down into the next room as quickly as possible Stay on either the right or left side.

ROOM 48 MOVE ON

Here's another room that you don't want to hang out very long in. To get to Room 49, head toward the lower right.

ROOM 49 ONE-WAY

Take the one-way door in the lower right, Later, you will come back through the upper one-way door.

100 5 STAIRS

Go to the upper right to get to Scale Tail. If you've done so, go down the stairs to rescue Splinter

ROOM 51 CHOW DOWN

ROOM 52 LASERS

Use Donatello to get the Pizza but be careful - if you don't watch the flames you'll be a teasted little Turtle

The Lasers will make it tough, but try to conserve your energy. You'll need every punce for Scale Tail

ROOM 53 SCALE TAIL



When he stands very close, the







in Room 66 to prepare for the final fight against all four Bosses and the sinister Cyber Shredder itself!

THE BEST ROUTE 61→62→63→64→65→66→67

TMNT III RADICAL RESCUE

ROOM 54 ONE WAY

Take the one-way door on the left to return to Room

ROOM 55 LADDERS

There are two ladders in the lower right. One leads to Pizza and the other to Card 4 and Splinter

ROOM 56 HELI-HOVER



Use Mike's Heli Hover technique to float from the middle ladder to the left.

ROOM 57 LADDER UP

Rather than using Donatello's climbing technique, jump on the Ladders in the air to go up.

ROOM SPLINTER



np down and go into the right
in to rescue Splinter with the
ide Tail's Key You will then end
up on the left side
and will be able to
commune up and left

ROOM 59 ICICLES

lating the falling Ice Spikes is easy when you imething firm to stand on.

FOURTH CARD

it's another matter when you must hover over Spikes while waiting for the Ice Spikes to fall



TENS FLAS WILLIAM CONTROL OF THE PARTY OF TH

Straight from the minds that brought you Tetris, the most famous puzzle video game in the world, it's Tetris 2, Nintendo is now serving up this excellent two-player game for NES and Game Boy! The NES version, which we reviewed last month, features a splitscreen view for two-player competition, whereas two-player Game Boy action uses the Game Link. With numerous ways to attack your opponent, be it the computer or your very best friend, Tetris 2 action and challenge will last for hours on end. Tetris 2 is a game that is destined to be a hit for all ages!

** 1987 Elorg, Teiris 2 is a registered trademark of Elorg, Tetris 2 licensed to Bullet-Pro Software and vub-licensed to Nintendo. (** 1989 Bullet-Proof Software, (* 1989, 19 Nintendo. All Rights Reserved. Original Tetris concept, design and program by Alex

Game Boy or NES—What's the difference?

side from the obvious difference. NES being full color and Game Boy black and white, there are a few other differences in these great puzzle games. The Game Boy version features a Puzzle mode in which you have to complete each level using the fewest moves possible, similar to Yoshi's Cookie on Super NES. The Puzzle mode isn't a part of the NES game. The split-screen, two-player NES game is a little easier to play than the two-player mode on Game Boy. Planning attacks on your opponent is a lot easier when you can see what you're both doing! Similar moves result in similar attacks in both versions. All in all, switching between the NES and Game Boy versions of Tetris 2 is no big stretch.

Game Boy Version

Game Boy Version

ROUND

ROUND

CO OO OO

SEPINE

The object in Tetris 2 is to eliminate all of the flashing blocks on the screen. The blocks are black, white, and gray and you must line up three blocks of the same color to get nd of them, just as you did in Dr Mano!













In the NES version, the big difference is color. Again, the object is the same. Diminate the flashing blocks to clear the screen. The split screen makes the two-player mode loads of fun!

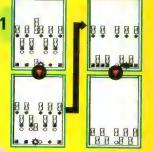
Puzzle Mode

he Tetris 2 Puzzle mode is a Game Boy exclusive. In this mode, the objective is to get rid of the flashing blocks and clear the screen, just as you do in the Action mode. The difference is that the number of moves is limited in the Puzzle mode. Chal-

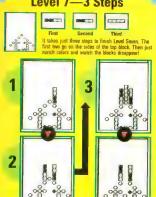
lenge yourself by trying to complete each level using as few moves as possible. If you make the right moves, you can even clear a screen using a single move. If you liked the puzzles in Super NES Yoshi's Cookie, you'll love Tetris 2 for Game Boy.

Level Five—1 Step





Level 7-3 Steps



Link Up For 2 Player Action!

etris 2 heats up when you plug in the Game Link option for the two-player game. The object is to clear all of the blocks from your screen before your opponent clears his or hers. You can make the job more difficult for your opponent by either creating a Chain Reaction or clearing a flashing block from your screen. When you create a Chain Reaction by clearing multiple lines at once, it makes blocks fall more quickly on your opponent's screen. When you clear a flashing block, it eliminates a space on your

opponent's screen, giving him or her less space to maneuver. A combination of the two is a powerful one-two punch. The first player to win three games takes the match,





You can choose to play your best friend or challenge the computer. Battling a real person is loads of fun, but the computer is tough!



Whether you play the computer or a friend you can pick from three diffi culty levels. Use the Easy Level as a practice area for all parts of the

SPORE? 1P eaw

When you defeat the computer in the twoplayer mode, you'll break its icon. The Level Icon will show up on the

screen and shatter like a dropped plate. It will then slide off the screen and the computer is ready to challenge you again!



When you lose to the computer the difficulty level scon comes to life. The Falcon will flap its wrops and the Dog will bank! Unfortunately, you have to lose to see these cool screens.



rangers' Return

The world loved their cartoons. Game players loved their first NES game. Now, the Rescue Rangers are back in another great two-player game by Capcom. The characters and action of the first game return to the NES in a second challenging adven-









Fat Cat has escaped from prison and the city cowers in terror. The ultimate feline bad guy has threatened to wreak havoc on the city until his demands are mei. Can Chip and Dale stop him before it is too late? Tune in a



THE GOOD GUYS

The Rescue Rengers are an odd assortment of heroes, each with his or her own skills. When you begin the game, you can select either Chip or Dale. Both characters have the same abilities, so it

doesn't matter which one you chopse. Although you can't use any of the other Rangers, their skills will come in handy throughout your adventure.



Chip is the serious half of this famous duo. He will always keep his wits about him, a skill that comes in handy during high stress situations.



Dale is the less serious of the pair. He leads his life a tad more carefree, regardless of the dangers around him. He is rarely afraid of his surroundings.









MONTEREY

This brawny rodent will bring help when Chip and Dale need it. Look for him to refill your Power Meter before you confront a boss.

ZIPPER

Zipper's strongest feature sets him high above the other Rangers. His powerful little wings can scoop trapped Rangers out of dangerous situations. He likes to hide in crates.

GADGET

Gadget is the mechanical wizard of the group. From trying arphanes to delusing bombs, she can do it all Wrench in hand, she can save the day!









CHIP 'N DALE

If you and a friend play a two-player game, both Chip and Dale can save the day! Both characters play exactly the same, so it doesn't matter which one you choose. You can both work together to save the city, or you can compete for the most points. It is much easier to beat the bosses when two of you take them on!





Two-player action doubles your fun and makes the game a breeze. The bosses are easier to beat when it's two against one

The Police Department has received word of a bomb threat at a local restaurant. If the Rescue Rangers can't find the bomb before it's too late, the restaurant might be destroyed. Gadget and Monterey Jack will check out the situation before you arrive and help you with Power-Ups and information along the way

ofice say downtown restaurant has ecoived a bomb threat.



forty to the restaurant and find the hidden time bands before it goes off. It yes disciplinated, the restaurant might be destroyed:







HOP ON POP

In order to collect all of the Bonus Items along the top of the screen, you must jump onto the first cork. Jump from cork to cork as they explode























WATER RABB



At the rear of the restaurant, the Evil Water Rabbit and his squirter are waiting for you. You must avoid being hit by the water he sprays while you're collecting crates. Hit him with seven crates to beat him.



HITCH A RIDE

When you get stuck in the sink, but the grant crate to release Zipper When he flies to the top of the screen, he will turn on the faucet and begin filling up the sink. If you ride the gravy boat to the top of the sink, you can continue your search for the bomb



Fat Cat has stolen the Urn of the Pharaob and is going to sneak it out of the city on his boat. The Rescue Rangers have to get down to the docks as fast as they can. Work your way through the sewers so you can stop Fat Cat, then return the valuable artifact. Bemireful-sewers can be dangerous!



The hungry fish and will bets one only a couple of the dangers you must avoid in the second. Try to grab all crotter so you can been the flatgers presenting.

START



FISHIN' HOLE

Watch out for the hungry fish as you work through the sewers. I you see water below you there is a good chance that a fish will try to eat VEG. But the fish with crates in get rid of them



START



After making it through the sewers, the Rescue Range ets arrive at the docks. Explore Fat Cat's ship and try so find the Urn of the Pharach. Be careful of the deck hands on board. They are large weasels that are paid take care of the Rescue Rangers.



PORCUPINE

I ese spired the treatures can he to be a palificarry a crate wherever you go so you can show that the procupines as do as they tern around





SWITCH ON

Hit this switch before you reave the screen and you we pen of door on the left M, terey Jack s walling inside the door to give each of you a cookie. Yum









SHADOWRUN HOW DO I DEFEAT THE JESTER SPIRIT? June Barless

Before you take on the Jester Spirit, talk to the Vampire below the Dark Blade Mansion. When you threaten him twice with the Stake, he'll tell you that the Jester Spirit's true name is

Laughlyn. Now go battle the spirit Keep attacking him until he says. "You are a fool to come here. You are no match for the Jester." At this point, ask him about Laughlyn. By doing so, you will capture him. Ask

You are you to travel there. After defeating the Jester Spirit, you can puck him up and carry him as an item — just what a Shadowrunner needs



Threaten the Vampire with the Stake to learn the Jester Spirit's true name



Keep attacking the Jester Spirit until he tells you that you're no match for him



him about Drake next to get the

Capture the Jester Spirit by asking about caugh yn,



HOW DO I GET RID OF THE MERMAIDS?



fter you defeat the Vampire in the Dark Blade Mansion, return to the Wastelands Club. Talk to the Club Manager to learn about Ice, then ask the Busy Man in the lower left corner of the club to deliver a load to the Docks. When you return to the Docks after the Ice is delivered, the Mermauds will be gone. You can now talk the Boat Driver into taking you to Bremerton.



After you go to the Docks, return to the Wastelands Club and talk to the Busy Man



Persuade the Busy Man to deliver Ice to the Docks It will make the Mermaids leave

THE 7TH SAGA

HOW DO I GET THE WHISTLE?



he only way to get the Whistle is to return to talk to a man in Rablesk after being defeated by Romus. Go to the house of the couple who live in the southwest corner of town. (You probably talked to them when you were here earlier.) When you talk to the man, he will ask you if you've been to the Castle, then he'll give you the Whistle, Return to the Castle armed with the Whistle. When you use it, you will defeat Romus instantly.



If you are defeated in your first attempt at beating Romus, you'll be sent back to Rablesk



Talk to the man in the southwest corner of town to get the Whistle Use it on Romus

HOW DO I MOVE THE BOULDERS IN THE CAVE OF MELENAM?



ou reach the Boulders in the Cave of Melenam without Brantu by your side, you will be unable to move them. Return to the town of Zellis, which is east of the cave. Go to

the Inn and talk to Brantu, the historian. His knowledge of history is impressive. If you allow him to join your party, he will travel back to the Cave of Melenam with you. When you

arrive there, he'll move the Boulders that impede your progress. Pick up the Wind Rune from the east side of the cave, then continue through the cave to the town of Melenam



To get past these Boulders, you must have the history r an Branti, with your party



Go to the Inn in Zellis and talk to Brantu. Enlist him in your party and return to the cave



Brantu will use his know edge of history to find a way to move the oreat Rounders



HOW DO I ENTER THE CASTLE OF PATROF?



he entrance to the Castle of Patrof is hidden. Walk over to the east wall of the City of Patrot. Follow the wall north until

Follow the east was in the City of Patrof up until you find the town's Cemetery

you reach the Cemetery, Read all of the Tombstones until you find the one that reads, "Do not disturb this Tombstone!" Ignore the warning and



Read the inscriptions on all of the Tombstones untiyou fin the one with the warning

shove the Tombstone up to uncover a secret passage that leads into the Castle. Step inside to take the short-



Push up on the Tombstone to uncover a secret entrance that leads into the Cast e

LINK'S AWAKENING

HOW DO I DEFEAT THE BOSS MOBLIN TO RESCUE BOWWOW?



at you then charges the wall.

Use the Roc Feather to jump over the arrows and avoid his charge. After he crashes into the wall, it takes him a moment to recover. While he's still dizzy, run up and strike him with the Sword a few times. He'll flash when you're doing some damage. Repeat the steps until you beat him, then continue to the right to find and rescue Madame Meowmeow's precious Bow Wow.



The Mobilin leader isn't long on brain power like shoots arrows then charges right into the wail.



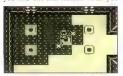
rush up to attack him with your Sword

?

HOW DO I GET THE NIGHTMARE KEY IN LEVEL 4?

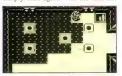


o down two screens from where you found the Flippers, then go left one screen to a room that has tiles on the floor. Step on the different files until you find one that flashes. After you



Walk down and left to the room with the tiles, then find one that flashes when you step on it

step on it, try to find another one that flashes. Your goal is to step on the tiles in an order that makes all five tiles flash. If you fail at any point to make the next tile in the series flash, simply start again with the first tile.



When you're able to make all of the five tiles flash, a secret starway will appear

that flashed. When you make all five of the tiles flash, a stairway will appear. Take the stairs down to find a Treasure Chest that holds the Nightmare Key. Now you can enter the Nightmare's Lair.



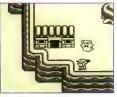
Take the stairway to the other side and go down a screen to the Chest with the Nightmare Key



HOW DO I GET RID OF THE GHOST THAT'S FOLLOWING ME?



you return to Animal Village after you learn Manbo's Mambo. a ghost will follow you when you exit the town. He's a lonely ghost who asks you to take him home. First. go to the House by the Bay and step inside. Apparently, this is the ghost's former home. After taking a look around, the ghost will ask you to take him to his grave. Head north toward the Cemetery. You won't find his grave with all of the others, though. Look for a lone tombstone that's northwest of the Cemetery. The ghost will thank you for your trouble by giving you a tip.



The lonely ghost starts tagging along after you leave Animal V Tage If you visit a Phone Booth, you'll be told to take the ghost where he wants to go, which appears to be to the House by the Bay Take him there I rist



The ghost seems even more sad after you visit his former home. Now take him to his grave, which is northwest of the regular Cemetery. He'll tell you to go back to his home. Check the pots there to uncover a Seashell.

GON WARRIOR

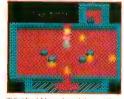
HOW DO I GET BY THE ENEMIES IN THE DEN OF GIGADEMON?



he Den of Gigademon, which is west of the Last Refuge, is one of four underworld dens that you must explore in order to remove the shields from Necrosaro's Palace. Some of the enemies in the den mirror your movements, and if you touch them, they boot you right out of the den. Follow these directions to get past them: From the stairs, walk up four steps, left four steps, up four steps, right four steps and then go straight up the stairs.



The enemies that mirror your movements will kick you nght out of the den if you touch them



Walk up four, left four, up four, right four to reach these steps. Go straight up them

WHERE DO I FIND THE GAS CANISTER? Aktemto Mine. Go deep within the

mine to where you found miners dig-

ging earlier. Now you'll find the



irst, disguise yourself with the Staff of Transform and go to the meeting being held in Dire Palace. After you talk to everyone, Saro will appear and tell the assembly that Esturk, the ruler of evil, has been revived and is in Aktemto Mine. Leave the meeting and return to

entrance to Esturk's Palace there. Enter the palace and climb to the third floor to meet Esturk. You must defeat him to get the Gas Canister,



Take Esturk on in battle. When you emerge victors ous, get the Gas Canister from the Chest

ble of emanating eerie lights that can cause 60 damage points to your party members. After you destroy Esturk. get the canister from the Treasure Chest and take it to the Item Shop in Riverton. There, you can exchange it for the Balloon, an item that will prove to be very useful.



Take the Gas Canister back to the Item Shop in Riverton and exchange it for the Balloo

When you attend the meeting in Dire Palace, you'll learn that the evil Esturk has been revived

GO STRAIGHT TO THE SOURCE: CALL THE NINTENDO PROS



Counselors' Corner P.O. Box 97033 Redmond, WA 98073-9733

CALL:

(206) 885-7529 Nintendo Game Play Counselors are on call Mon.-Sat., 4:00 a.m. to Midnight and Sun., 6:00 a.m. to 7:00 p.m. Pacific time.



ave you ever wanted a little more than recognition for your achievements? Some games are just plain tough, and beating them should be a certifiable

accomplishment. Now you can get something more for your labor. Check out the Super Power Club Challenge below. It's all new this month!

CHALLENGE

MORTAL KOMBAT

Can you defeat Reptile on the Hard Level?



This character is difficult of and

FINAL FANTASY ADVENTURE

What is the lowest level you defeat Julius at?



Take a photo right ofter your ballle

COOL SPOT

Can you completely spell UNCO-LA on the Hard Level?



WICKED 18

What is your lowest score after 18 holes of golf?



This is one leadh iologod

DR. MARIO

What is your all-time best score?



det those viruses before they get you?

TECMO SUPER BOWL

How many yards rushing can you tally up by the end of the season?



Try not to pass the balling your road to victory

SUPER POWER CLUB CHALLENGE

The top 25 players that best meet the monthly challenge will be awarded 4 Super Power Stamps for use towards the purchase of Super Power Supplies. Send all eligible entries to the address at right. The entries should include the following; Name, address and Membership Number of the player and a photograph of the completed challenge (which must include the system in the photo). All entries must be received by January 31, 1994. Winners will be printed in a future issue of Nintendo Power and will be notified by mail. All scores printed are decided by Nintendo Power Staff, All decisions are final.

STAR FOX

What is the lowest score you can finish the game with?



Your photo must us use your fina scoret

POWER PLAYERS

SUPER SCOPE 6

Highest Scores on Mole Patrol.

Terry Trush	999,999
Woodhaven, MI	
Jason Adami	872,544
Crowley, TX	
Edward Scala	850,442
West Middlesex, PA Jorge Verdugo	768,962
Calexico, CA	700,902
Kevin Kaddatz	710,170
GreenField, WI	
Rae Miller	680,552
Huntsport, NS	
Patrick Gee	667,046
Albuquerque, NM	
Tim Chase	629,934
Sweet Home, OR	
George Samms	621,524
Kirkland, WA	

PINBOT

Best Scores.

Jordon Bouray	17.083,860
Gresham, OR	

Mikael Reney	12,758,570
Ste-Marguerite, PC)
Jake Schuirmann	12,356,990
Dwight, KS	
Matt McQuary	11,436,200
Leesburg, VA	
James Brown	10,190,160
Lisbon, OH	

Kathy Goessinger 9.854.720 Milford, CT

PRINCE OF PERSIA

Most time left at the end of the game.

	Scott Bilyeu Moweaqua, IL	51 min
	Juan Torres	48 min
	South Gate, CA	
	David Wenger	47 min
	Anderson, IN	
i	James McQuown	42 min
ı	Tucson, AZ	
ı	Russell Weisgarber	38 min
١	Regina, SK	
ı	Pam Powers	32 min

ROAD RUNNER'S DEATH VALLEY RALLY

Pleasant Hill, CA

Highest score at the end of the game.

Ryan Wickstrand	914,220
Meriden, CT	

Joanne Sacksteder 462,750 Kent, WA

PAC-MAN

Fewest levels to reach 50,000 points.

Jack Harbor Washington D.C.	6 levels
Jenny Westerland	7 Invala

7 levels Brooklyn, NY Kathy Jung 8 levels Portland, OR

SUPER BLACK BASS

Riggest Bass Caught

David Murawski Lake Zurich, IL	24lbs 14oz
John Dorton Speedway, IN	24lbs 1102
John Bestor Kansas City, MO	24lbs 4oz
Mike Litman	241bs Toz

ACTRAISER

Finished the game at the lowest level.

Jackie Chiang Level 10 Virginia Beach, VA Duke Hoang Level 10 San Francisco, CA

T.J. Roc Level 10 Grandy, NC Juan Torres Level 10 South Gate, CA

ilik imele

Finished the game with the best ending.

Tim Rosenburg - Best Ending Vancouver, BC

Stephen Morgan Best Ending Roseburg, OR

Johnathan Crawford Best Ending Cecilia, KY Jannah Lilly Best Ending Gig Harbor, WA

Richard Keogh Best Ending Thousand Oaks, CA

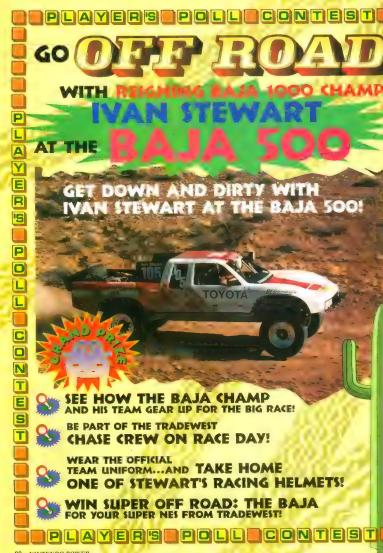
I CAN BEAT THAT SCORE!

Send us your name and address with a photo of your accomplishment! To take a photo of an NES or Super NES game, use a 35mm camera without a flash. Turn out the lights in the room, hold the camera steady and shoot your best shot! To take a Game Boy photo, place your Game Boy on a flat surface, then take your photo using natural light. Make sure the system is included in your photo. Nintendo is not responsible for lost or late mail. All scores printed are decided by the Nintendo Power staff. All decisions are final.

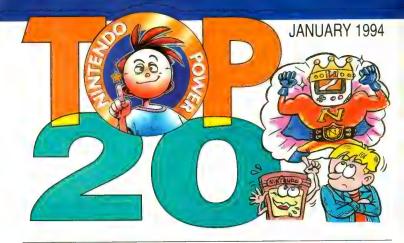


Send to ->

Redmond, WA 98073







January looks like the month of the fighting games! Mortal Kombat, Street Fighter II Turbo and the original Street Fighter II all appear in the Top 5 this month. Mortal Kombat is pummeling the competition on the Game Boy charts as well as it moves up to number three.

STAR FOX MORTAL KO 34.080 SUPER MARIO KART Mortal Kombat hits the POINTS charts with a vengeance! FINAL FANTASY II This action is number one again this month. 2 MONTHS MEGA MAN X 10 3,477 POINTS MARIO PAINT STREET FIGHTER II TURBO 22.883 11 3,403 POINTS **ZOMBIES ATE MY NEIGHBORS POINTS** The fans are fighting for a chance to play the bosses. 12 3,080 POINTS DISNEY'S ALADDIN Only the Super NES has 5 MONTHS 13 3,022 F-ZERO them at turbo speed! THE LEGEND OF ZELDA: A LINK PAST 14 2,773 POINTS SUPER EMPIRE STRIKES BACK 13,726 Link is going to have to fight 15 2,602 SIMCITY **POINTS** harder if he's going to make SUPER MARIO WORLD it back on top. Fight Link, 25 MONTHS fight!

If the fighting and speed

of Turbo get too fast for

you to handle, check out

the original.

7.943

FLASHBACK

P.T.O.

MADDEN NFL '94

NHL STANLEY CUP

17 POIN

17 2,341 POINT

20 POIN

Four games in one

Game Pak? This one

will be popular for a

long time to come!

GAME BOY



THE LEGEND OF ZELD

Link may have slipped on the Super NES charts, but he's hotter than ever on the Game Boy!

SUPER MARIO LAND **TFTRIS**

JURASSIC PARK FACEBALL 2000

FINAL FANTASY LEGEND TIT

DR. MARIO 11 4,218 POINTS

12 3,885 POINTS MEGA MAN TO MEGA MAN II 13 3,684 POINTS

14 3,351 POINTS MEGA MAN TIT

15 2,869 POINTS THE REN & STIMPY SHOW

16 2,792 FINAL FANTASY ADVENTURE

17 2,749 POINTS GOLF

18 2,428 POINT KIRBY'S PINBALL LAND

19 2,378 POINTS YOSHI'S COOKIE 20 2,280 POINTS FINAL FANTASY LEGEND IT

19.201 POINTS 16 MONTHS

SUPER MARIO LAND 2: Mario's second Game Boy adventure is still popular, but he'll have to work hard-





Mortal Kombat hits the Top 20 with a double whammy! Both versions of this game are hot!

er to take the ton.

POINTS

KIRBY'S DREAM LAND

King Dedede is no match for this puffball hero. Kirby's action is great.

11.115 **POINTS**

Samus is wiping out Metroids left and right in her second quest. Check it out!

NES



OINTS

SUPER MARIO BROS. 3



The Mario revival has begun. Super Mario Bros. 3 has jumped back to the top spot this month.

THE LEGEND OF ZELDA



Link's original quest must be good. It's been on the charts for 64 months!

KIRBY'S ADVENTURE



64 MONTHS



Kirby's first adventure was good, but his second adventure has even more

TECMO SUPER BOWL Who do you think is going to win the Super





The Raptors are loose! The Raptors are loose! Can you stop them before it's too late?

METROID 6,032 POINTS

MEGA MAN V **FINAL FANTASY**

MONOPOLY

BATTLETOADS & DOUBLE DRAGON OF HUTWIE SHI TEENAGE MUTANT NINJA TURTLES

SUPER MARIO BROS. 2

MEGA MAN MEGA MAN TV

DR. MARIO

16 3,957 MEGA MAN IT 17 3,816 POINTS **TETRIS**

MEGA MAN III

BATTI FTOADS 19 3,282 POINT ZELDA II: THE ADVENTURE OF LINK



LOOK FOR THESE RELEASES SOON

MEGA MAN X

Company	Capcom
Suggested Retail Price	
Release Date	
Memory Size	
Game Type	
Game type	ACIIOII

The Blue Bomber's first adventure on the Super NES lives up to everyone's expectations. With the mechanical menace even meaner than ever, Mega Man must blast his way past eight bosses, but not Dr. Wily, Don't miss the review this month for the big picture.





- Great control and fun, challenging play.
- The theme remains the same as the Game Boy and NES Mega Man titles.

CLAYMATES

The second secon	
Company	Interplay
Suggested Retail Price	
Release Date	
Memory Size	8 Megabits
O	Action

More clay action is on the way from Interplay, the makers of Clay Fighter, and this time the only fighting you'll see is from people trying to get their hands on the game. Read this month's review and become a Power Clayer.

- Great graphics and lots of variety of play. Energetic fun. Excellent music.
- The puzzle areas may not challenge every player and some of the bonus stages are more annoying than fun.

SENGOKU

Company	Data East
Suggested Retail Price	
Release Date	
Memory Size	8 Megabits
Game Type	Action

Mystic evil and magical martial arts combine in a unique fighting game from Data East. As you battle the forces of the Myo-Fin brothers through five levels, you'll prick up numerous Power-Ups that turn you into a super samural with an almost unbeatable attack. The action switches back and forth between upper and lower stages where you fight mystical samurai and other enemies.





- Good play control and cool Power-Ups. Fun while it lasts.
- The challenge level may be too easy, resulting in players finishing the game in a short time.

THE LAWNMOWER MAN

Company	Stom
Suggested Retail Price	
Release Date	
Memory Size	
Game Type	Action

Welcome to virtual reality, where the mind of man meets the silicon pathways of a vast research computer. This game from Storm (which is being marketed in the U.S. by T*HQ) combines traditional side-scrolling action with a 3-D "Virtual Reality" stage that represents the flying computer views seen in the movie.





■ The VR stages are visually impressive and fun to play. The game covers many aspects of the movie.

The VR stages don't last very long and the challenge is limited to steering. The side-scrolling stages have small characters with stiff animation and basic shoot-all-the-bad-guys action.

T2: THE ARCADE GAME

Company	LIN
Suggested Retail Price	
Release Date	
Memory Size	
Game TypeArcade shoote	

One of the hottest arcade shooters of recent years is now one of the hottest Super Scope games for the Super NES. Playing the role of a 1800 Terminator, you can blast the forces of Skynet in the future and today. There are scrolling stages and still stages, but there are always lots of enemies to shoot with your three weapons. You also have to watch out for your human cohorts who get in the way. In the two-player mode, T2: The Arcade Game becomes a cooperative blast. You don't have to use the Super Scope, either. T2 works fine with regular controllers and even the Super NES Mouse.





Great graphics and continual action for one or two players. Fans of the arcade game should feel right at home with this version.

Not much variety in play. Using the Mouse or regular Controller puts the second player at a disadvantage

SUPER SOLITAIRE

Company	Extreme
Suggested Retail Price	\$59.95
Release Date	
Memory Size	
Game Type	

When you're all alone, but you have an itch to play a card game, there's nothing better than Solitaire. Now Extreme brings that solo experience to the Super NES. Power takes

a look at all the features of this classic game this month,

Good interface and play control.

A deck of cards is considerably cheaper.

FLASHBACK

Company
CompanyU.S Gold
Suggested Retail Price
Release DateJanuary 1994
Memory Size
Game TypeSci-fi adventure

This sci-fi adventure begins in the jungle of Titan, one of Saturn's moons, and then proceeds to Earth and beyond with the fate of humanity in the balance. Conrad Hart, a man who has lost his memory, hunts for clues while he is pursued by danger. This month's review takes you to the edge of sci-fi adventure.





The story, animation and graphics are awesome, almost cinematic

Play control takes some getting used to.

BEETHOVEN'S SECOND

Company	Hı-Tech
Suggested Retail Price	
Release Date	
Memory Size	
Game Type	

Beethoven is a dog and his four puppies are missing. Go fetch! In this canine adventure from Hi-Tech, you'll bark and romp through four levels of side-scrolling action. If you've always wanted a video dog, here's your chance.

Some of the digitized graphics look okay when they're not in motion

Very poor animation and play control Lack of depth and low challenge.

SOLDIERS OF FORTUNE

CompanySpe	ctrum Holobyte
Suggested Retail Price	
Release Date	
Memory Size	
Game Type Overhead action	for two-players

Two mercenaries in a strange world translates into danger and excitement in Spectrum Holobyte's first action adventure game. This month's review will show you where to find the goods to keep you going in hostile territory.





Fun, fast play with good challenge and graphics.

You have no real control over your computer partner in the oneplayer game.

JIM POWER: THE LOST DIMENSION IN 3-D

Company	Electro Brain
Suggested Retail Price	
Release Date	
Memory Size	
Caree Trees	3D action

The first true 3-D action game for the Super NES will dazzle your eyes and challenge your skills. Jim Power makes his way through a wide variety of unforgiving side-scrolling stages. He also flies a unijet in Gradius-like stages and a gyrocycle. Jim Power is a special agent sent to destroy an alien called the Vaprak and to prevent billions of hostile aliens from swarming the Earth.





- Good graphics (even without the 3-D glasses that are included with the Game Pak.) Lots of variety and challenge
- Much of the challenge comes from enemies that refuse to be defeated rather than from challenging moves or puzzles.

TMNT TOURNAMENT

Company	Konami
Suggested Retail Price	
Release Date	
Memory Size	
Game TypeC	

These are tougher Turtles than many gamers are used to seeing in a video game, and you can fight using many of the Bros.' most hated enemies. Learn the moves that matter in Power's TMNT Tournament Fighters review in this issue.

- Cool graphics and some neat moves including Desperation Moves. Lots of great characters to use during your fight. Several modes for one or two players
- The speed and control of moves don't match Street Fighter II Turbo.

CAPTAIN AMERICA AND THE AVENGERS

Company	Mindscape
Suggested Retail Price	
Release Date	
Memory Size	8 Megabits
Game Type	Comic action

One of Marvel's classic comics takes on a new life with his six-level action game from Mindscape. You must stop Red Skull's nefarious plot to control the minds of all humanity. Helping you out are the super heroes with their super powers: Captan America hurls his shield, Hawkeye uses his bow, Vision burns foes with eye beams and Iron Man has blasters.





- A two-player simultaneous mode doubles the fun. Good story. You can use any of the four super heroes.
- Poor vertical hit detection, which means that enemies approaching from above or below your hero can't be hit.

ABC MONDAY NIGHT

Company	Data East
Suggested Retail Price	Not Available
Release Date	December 1993
Memory Size	8 Megabits
	Football for one or two players

Inspired by one of the most popular televised sporting events in history, ABC Monday Night Football gives you even more control than your remote. Frank Gifford appears before a contest to set the scene and give the game a sense of the ABC show. Other than that, the ABC Monday Night license contribution is very limited. The field view is from behind the QB with large characters and good perspective. Although there is no NFL license, hence no real team names or logos, all of the professional football cities are included.





- Fairly good graphics.
- ☐ Characters are very slow, which gives the game an unrealistic feeling. The Power Play option adds little to the game. Game logistic for the computer-controlled player also is poor. For instance, blockers don't seem to have correct assignments for plays. Play dosen't compare well to the top football games like Madden NFL "94 or Super Play Action Football."

BATTLETOADS & DOUBLE DRAGON

Company	Tradewest
Suggested Retail Price	Not Available
Release Date	
	8 Megabits
Game Type	Comic action for two players

The Battletoads are back and they've brought some bad guy-kicking help in the form of the Brothers Lee from Double Dragon. Make your selection of men or toads, then launch into action against Psycho Pigs. Abobo and a wild cast of evil-doers. Power takes a comic look at Battletoads & Double Dragon in this issue.

- 🚰 Fun theme and graphics.
- Play control is awkward at times. If you've already played the excellent NES version, you won't find many changes in this game.

SUPER BATTLETANK 2

Company	Absolute
Suggested Retail Price	\$59.95
Release Date	January 1994
Memory Size	16 Megabits
Game Type	Tombo a seed and of seed at the

Are you ready to head back to the Gulf? Absolute can put you on the fast track with Super Battletank 2. If you played the original Super Battletank, you'll feel right at home with the sequel. The missions are new and the graphics are improved, but the battle strategies remain the same. After sighting enemy units on a regional map, you'll hunt them down in your armored whale while racing 60 mph over desert terrain.





- Excellent digitized graphics. Very realistic.
- There's not a lot of variety in the action. This game does a good job of showing that war is not all that much fun.

METAL MARINES

Company	Namca
Suggested Retail Price	\$74.95
Release Date	January 1994
Memory Size	12 Megabits
Game Type	Combat strateav

Conquer territory and build futuristic bases and armaments in this unique simulation action game from Namco. One hundred years or so in the future. Earth is dominated by an evil empire. Your Space Colony forces must land and secure a toehold. Building a wide range of military bases to fire and intercept missiles and launch your giant Mech-like Metal. Marines, you'll challenge the empire in multiple scenario levels.

Great concept and good challenge. Passwords preserve your place in the game.

The play control can be awkward, especially when it comes to controlling your Metal Marines. Not as much strategy is required as in most simulations.



ASTERIX

Company	Flectro Brain
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	4 Megabits
Game Type	

Asterix, a barbarian from the ancient land of Gaul, must search for his friend, Obelix, who has been captured by the ruling Romans. One of the most popular cartoon characters in Europe, Asterix is a relative newcomer to America. In this first gaming appearance. Asterix finds himself in a traditional platform game with some fun twists. When using some of the items, a character suddenly appears to perform a special, useful task, like destroying enemies on the screen.





- Good play control and graphics. A fun new character.
- The game play itself is not terribly challenging or innovative.

THE ADVENTURES OF DR. FRANKEN

Company	DIMC
Suggested Retail Price	\$59.99
Release Date	January 1994
Memory Size	8 Megabits
Game Type	Action

Frankie's girlfriend, Bitsy, has gone all to pieces and now our reanimated hero must hunt down the parts and put her back together again. Horror and humor come together in this 20-level platform game from DTMC. Frankie jumps, kicks, and flips through stages of ghouls all over the world while searching for 16 missing bits of Bitsy.





- Nice, comic graphics and sound. A weird, but funny theme.
- The game play and challenge are average.

BEBE'S KIDS

Company	Mandingo
Suggested Retail Price	Not Available
Release Date	January 1994
Memory Size	8 Meaghits
Game Type	Action

A day at the amusement park turns less than amusing in this video game adaptation of the movie. Bebe's Kids. Newcomer licensee, Mandingo, invites you to play the part of Lashawn or Kahlil as they fight the forces of evil that have taken over Fun World. Each of the kids can punch and kick their enemies, or they can use a patented super move when they're at full

strength.

Nice graphics and sound.

Extremely slow action. Enemies take huge amounts of damage so battles seem endless Poor play control.

LAST ACTION HERO

Company	Sony Imagesoft
Suggested Retail Price	
Release Date	December 1993
Memory Size	2 Megabits
Compa Timo	Action

Another movie marquee from last summer has been adapted for the NES from Sony Imagesoft. This time it's Arnold's turn to be reduced to a series of sprites on a screen. You can punch, jump and pick up an assortment of weapons in this seven level side-scroller.





- Schwartzenegger fans may enjoy reliving the story.
- Poor graphics and play control, Uninventive action.

ASTERIX

Company	Electro Brain
Suggested Retail Price	
Release Date	January 1994
Memory Size	1 Megabit
Game Type	Comic action

Barbarians are at the gates in this action game based on a popular European comic character. Our hero, Asterix, must brave the dangers of Roman occupied lands to rescue Obelix. The cartoon Asterix, like the other Gaulish villagers, drinks a potion to make him invincible. This and other Power-Ups can be found in the game.

Good play control. The graphics capture some of the comic spirit of Asterix.



The game isn't particularly inventive, but it is reasonably fun to play.

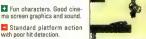
POPEYE 2

Company	Activision
Suggested Retail Price	
Release Date	December 1993
Memory Size	1 Megabit
Game Type	Action

Popeye and Olive Oyle sail away to search for treasure when Brutus shows up and tosses Popeve overboard. On his own, Popeye must follow them as best he can. Popeye runs, jumps and punches everything in sight to earn Power-Ups in this

traditional platform game.

Fun characters. Good cinema screen graphics and sound.



BATMAN: THE ANIMATED SERIES

Company	Konami
Suggested Retail Price	
Release Date	January 1994
Memory Size	1 Megabit
Game Type	Comic action

The Caped Crusader takes on some of Gotham's most fiendish folk in this month's review.

- Excellent game play, graphics and play control.
- Many of the enemies present little or no challenge.

BATTLETOADS & DOUBLE DRAGON

Company	Tradewest
Suggested Retail Price	Not Available
Release Date	
Memory Size	2 Megabits
Game Type	

The Toads and Dragons do it one more time, this time on Game Boy.

- Lots of variety of play and characters.
- Virtually the same as the Super NES and NES versions.

TMNT 3: RADICAL RESCUE

Company	Konami
Suggested Retail Price	
Release Date	January 1994
Memory Size	1 Megabit
Game Type	Comic action

Shredder has escaped from prison after the Turtles' last triumph, and the first thing he does is kidnap April. Thus begins the third action-packed Turtles adventure for Game Boy. Read all about it in this issue of Power.

- Great graphics and play control in a fun game. Some very cool moves and a password game save.
- Not too much different from previous TMNT Game Boy titles, but still fun.

TETRIS 2

Company	Nintendo
Suggested Retail Price	\$29.95
Release Date	December 1993
Memory Size	1 Megabit
Game TypeAc	tion puzzie for one or two players

More puzzling action from Nintendo. This time, try to match up multi-shaded blocks to reduce your pile. Check out the strategies in this month's review, especially the two-player strategies.

- Challenging, fun puzzle action. The Game Link option is particularly good.
- Bland graphics. Not much different from Tetris and Dr. Mario.

CUIDED MEC TITLE	COMPANY	DIAV	DOWER	METER RAT	Mec	
SUPER NES TITLE	COMPANY	PLAY	G	C	T	GAME TYPE
ABC MONDAY NIGHT FOOTBALL	DATA EAST	2P-S/BATT	3.3 2.	8 2.9	3.1	FOOTBALL
THE ADVENTURES OF DR. FRANKEN	DTMC	2P-A	3.7 3.	2 3.1	3.2	ACTION
ASTERIX	ELECTRO BRAIN	2P-A	3.5 3.		3.0	
BATTLETOADS & DOUBLE DRAGON	TRADEWEST	2P-S	3.6 3.			ACTION
BEBE'S KIDS	MANDINGO	1P	2.9 2.		-	ACTION
BEETHOVEN'S SECOND	HI-TECH	1P	2.8 2.			ACTION
CAPTAIN AMERICA AND THE AVENGERS	MINDSCAPE	2P-S	2.9 2.			COMIC ACTION
CLAYMATES	INTERPLAY	1P	3.6 3.			ACTION
FLASHBACK	U.S. GOLD	1P/PASS	4.0 2.		-	ADVENTURE
JIM POWER: THE LOST DIMENSION IN 3-D	ELECTRO BRAIN	IP	3.3 3.		3.1	3-D ACTION
THE LAWNMOWER MAN	STORM/T*HQ		3.1 2.		2.9	ACTION
LAST ACTION HERO	SONY IMAGESOFT	1P	2.8 2.		2.6	ACTION
MEGA MAN X	CAPCOM	1P/PASS			3.8	ACTION
METAL MARINES	NAMCO	1P/PASS	3.3 2.		4.0	ACTION
SENGOKU	DATA EAST	2P-A	2.8 3.		2.9	ACTION
SOLDIERS OF FORTUNE	SPECTRUM HOLORYTE	2P-S/PASS	3.5 3.		3.8	ACTION
SUPER BATTLETANK 2	ABSOLUTE	1P	3.3 3.		2.8	SIMULATION
SUPER SOLITAIRE	EXTREME	IP/PASS	3.0 3.			CARDS
T2: THE ARCADE GAME	ACCLAIM	2P-S	3.4 3.4			SHOOTER
TMNT TOURNAMENT FIGHTERS	KONAMI	2P-S	3.6 3.			FIGHTING
			-10	3.3	1010	HOHIMO

NES TITLE	COMPANY	PLAY	PO	MER ME V	TER RATI	MGS	GAME TYPE .
ASTERIX	ELECTRO BRAIN	1P	3.0	3.2	2.7	2.8	ACTION
CLIFFHANGER	SONY IMAGESOFT	18					ACTION
LAST ACTION HERO	SONY IMAGESOFT	18					ACTION

GAME BOY TITLE	COMPANY	PLAY	PO	WER ME	TER RATI	NGS	GAME TYPE
ASTERIX	ELECTRO BRAIN		3.0	3.0	2.5	3.0	ACTION
BATMAN: THE ANIMATED SERIES	KONAMI	1P	-	-		-	COMIC ACTION
BATTLETOADS & DOUBLE DRAGON	TRADEWEST	1P	3.0		-		ACTION
POPEYE 2	ACTIVISION	2P-A	3.2	2.8	3.0	2.8	ACTION
TETRIS 2	NINTENDO	2P-S		3.3			PUZZLE
TMNT 3: RADICAL RESCUE	KONAMI	1P/PASS	3.5	3.0	3.5	4.0	COMIC ACTION

YEX TRAKE

PLAY INFO

You can get the most out of your game chart by understanding the categories. Title, Company and game type are self explanatory. Use this Key to understand Play info and the valuable Power Meter ratings.

Games are made to be played with as many, The Pros at Nintendo HQ rate as eight players. Some also employ a battery or password to save game play data.

#P = NUMBER OF PLAYERS S = SIMULTANEOUS

A = ALTERNATING BATT = BATTERY

PASS = PASSWORD

POWER METER

each new game. Ratings are from 1 (poor) to 5 (excellent) in four different categories.

G = GRAPHICS AND SOUND P=PLAY CONTROL C=CHALLENGE T=THEME AND FUN





STAR TREK: THE NEXT GENERATION

SPECTRUM

When the U.S.S. Enterprise pulled out of space dock and warped to the desk of your faithful Pak Watcher recently, a sigh could be heard across the galaxy. All systems were ready to engage and our continuing mission was about to begin. It began with a blast of phasers, to be precise, directed at a raiding party of pesky Romulans, After knocking them cold, your Pak Watch Away Team proceeded to save the day many times over by rescuing a science station, delivering essential medical supplies to an alien planet, investigating a derelict ship and blasting Romulan vessels out of orbit, and that was just in the first few minutes of play. The adventure aspects of the Away Mission contained lots of problem solving and limited action while the action on the bridge of the Enterprise revolved mainly around navigation, information gathering and conducting

space battles. The space battles occurred frequently, but this Pak Trekker preferred the more strategic game play of the Away Team Missions. There are hundreds of planets to explore and a great variety of missions. In the end, you'll discover that the events lead to a stunning conclusion. The word from Spectrum is that Star Trek: The Next Generation should be available this April.













PAK WATCH

SUPER ADVENTURE ISLAND II HUDSON SOIT

Master Higgins returned to the Pak Watch desk recently in an exceptional and surprising adventure game from Hudson Soft. Super Adventure Island II takes a step up from the standard platform format of earlier Adventure Island games to enter the realm of true adventures. Higgins must visit a number of islands on his

quest to rescue his bride, Tina. The biggest problem is that he has lost all memory of her. Luckily, the game has a battery to back up its memory, because the number of islands and the size of the islands will keep players island-hopping for a long time. Higgins can be equipped with weapons, armor, magic and shields

found or won along the way. Many stages contain puzzles and hidden passages, but every stage holds angy enemies out to stop Higgins. The standard island theme is reflected in the music and settings, but this really is an island adventure, not just a hop and bop like the earlier games in the series.







SUPER R-TYPE III

IREM

Irem is about to unleash a one-two punch with two upcoming Super NES titles. Super R-Type III and Undercover Cops. R-Type fans have waited a long time for a sequel. but the wait is worth it and the Bydo Empire is badder than ever. This Pak Pilot was dazzled by the backgrounds of this space shooter and challenged by the cunning traps that wait to destroy your ship. The second title coming out early this year is

Undercover Cops, a scrolling fight game similar to Final Fight, but featuring some cool graphics, characters and good play control. You'll fight with any of three tough undercover agents to clean up criminal scumbags.







REIGN OF SUPERMAN

SUNSOFT

We thought all you Pak Watchers might want a second look at Reign of Superman, a Super NES action game coming this year from Sunsoft. You can see the man of steel in action with his super powers and strength with a story adapted from the Reign of Superman series of comics. Sunsoft plans ten levels of action with comic story panels between each level. Although the game looks like a fighter, there will be adventure elements, too.





BUBSY II

ACCOLADE

According to executive producer John Skeel at Accolade, planning on Bubsy II began immediately following the completion of the original Bubsy last spring. In that time, the in-house team has put together the basic game design and much of the artwork. The screen shots and art shown here have the lim

ited color palette used in the Genesis version of the game, which is developed first since it is less advanced. During a press conference at Accolade's San Jose offices, Skeel explained that the Genesis version didn't have the "beefed up graphics and sound of the Super NES." The animation in Bubsy II is even more impressive than the very impressive original Bubsy, and the outrageous bobcat will have a number of new moves, bonus stages, more vocal quips and a non linear game design that lets you explore more than a dozen different levels in the order you wish.







FIEVEL GOES WEST

HUDSON SOFT

The magic of Steven Spielberg's lovable mouse, Fievel Mousekewitz, is coming to the Super NES this spring in a platform action game from Hudson Soft. The arrival of Fievel's adventure in an early, developmental version of the game took your Pak

Posse by surprise. We expected a look at Beauty & The Beast first. But that was forgotten, at least until we received an early version of that game a week later. Impressive graphics and good play control gave the game a truly solid feel. Fievel is well animated as are the enemy characters. The backgrounds are so detailed that you sometimes think that they are part of the action. In the action, Fievel leaves his hig city home to head out to the Wild West armed with a squirt gun that can be powered-up.







FUN 'N' GAMES

TRADEWEST

Tradewest is getting into the edutainment scene with Fun 'N' Games for the Super NES. This Pak contains a video paint program similar to Mario Paint, a music editor, three simple arcade games, and two mix and match games that let players create weird characters. The paint program uses stamps and includes dozens of wild patterns. There's also a coloring book option. Fun 'N' Games can be played with regular controllers or the Super NES Mouse, but you have far better control with the Mouse for the detail areas. This Pak Picasso enjoyed the



paint program but found the games to be very simple.



THE PEACE KEEPERS

IALECO

The Peace Keepers, which could also be called Rival Turf III, proves that an old dog can learn new tricks. This 16 megabit, scrolling, stage fighting game goes where no other fighter has gone before by utilizing the Hudson Multi-tap for multi-player action. The Peace Keepers will be a good addition to the growing library of multi-player games.







ZODA'S REVENGE

HINTENDO

Mike Jones, the island-hopping hero of StarTropies, returns to the NES this winter in an all new action/adventure. The plot of this game is very complex, but basically it involves Mike having to travel through time to collect seven invaluable items. During his journeys, Mike will meet historical and fictional characters like Cleopatra and

Sherlock Holmes. The action in the game will be familiar to fans of StarfTopics and The Legend of Zelda Mike moves freely within areas with an overhead view and uses weapons to defeat a wide assortment of enemies. Many areas contain puzzles that Mike must solve before he can move on. The game is more linear than

Zelda titles, however, in that you don't have one big overworld map. In the opinion of this Pak Watcher, this is the biggest NES game to appear in more than a year. Nintendo will follow up Zoda's Revenge with an NES action puzzle game along the lines of Tetris staring Toad, the Mushroom Retainer, and Wario.









THE SIMPSONS: BEANSTALK

ACCLAIM

When Homer runs out of dough, he sends Bart into town to sell the family cow. Big mistake. Bart deals the cow for some magic beans and a slingshot, then Homer has a cow himself, throws the beans out the window.

guess what...a giant beanstalk grows out of sight overnight! The next day, Bart climbs up the beanstalk and the action begins. Mother Goose may object to the story, but this updated fairy tale makes for a fun Game Boy title with one of the best licensed characters in history. Bart must move both horizontally and vertically up the beanstalk, through the cloud world, to the giant's castle and then back home in six stages.







-PAK WATCH UPDATE

So what's in store for '94? Your Pak Watch staff has spent the last few months digging for treasures that should be on the way in the next year. The new titles range from adaptations of some of the hottest arcade games to long awaited sequels and games that everyone hooed to see last year.

Last year, Pak Watch highlighted many of the hottest games like Star Fox. Mortal Kombat. Link's Awakening. Super Empire Strikes Back. Nigel Mansell's World Championship, Street Fighter II Turbo, Jurassic Park. Mega Man X. Clay Fighter, and Aladdin. Readers were also introduced to diamonds in the rough that turned out to be exceptional games like The Lost Vikings. Super Bomberman. E.V.O., Yosh's Cookie, Cool Spot. Ultima: Runes of Virtue II for Game Boy, Top Gear II, and Flashback And other games, for reasons beyond the control of Pak Watch, just didn't maternalize.

From the arcade front this year, the big news is a couple of sports titles, NBA Jam from Acalaim and Saturday Night Slam Masters from Capcom. NBA Jam will appear first, sometime this winter, and Slam Masters should show up later this spring, Nintendo's Ken Criffey Jr. Presents Major League Baseball, which has an arcade look, will appear by the opening day of the new baseball season. The arcades are also full of action titles, including the gun-slinging Lethal Enforcers from Konami. The Super NES Game Pak comes complete with a couple of six-shooter light zappers so you can practice your quick draws

Some of the best action won't be found in the arcades at all, but right at home on your Super NES. Stunt Race FX, the renamed FX Trax from Nintendo, makes



use of the Super FX chip to provide fast 3-D action comparable to Star Fox. It's scheduled for release early this spring.

Änother Super FX game is on the way from Electro Brain. Citade! is still deep in development, but already the game looks promising. Argonaut, the developer that teamed up with Nintendo to make Star Fox, is working on this sci-fi battler that places players in the role of a giant Battle System robot that can take on the form of a Walker, a Land Burner (a high speed vehicle), the Sonic Jet and the Hard Shell that can even withstand nuclear explosions. Electro Brain provided Pak Watch with exclusive shots of the game in development. The game uses Mode 7 effects in a 3-D environment that places the Battle System at the bottom of the screen. If you move













quickly, the System appears further in front of you. Action should take place on five planets and in the mysterious Dimensional Gateway.

Gamefek revealed to Pak Watch that Super NES players haven't seen the last of motorcycle/jet ski racing games. Having learned what not to do with Kawasaki Caribbean Challenge, Gametek will base their new racer on the excellent engine of Nigel Mansell's World Championship game. Gametek is also coming out with yet another Wheel of Fortune Game for the Super NES. This "Deluxe" edition incorporates all the features of the favorite TV game show with a new set of verbal puzzles.

Mario's Time Machine is another edutainment title in Mindscape's growing family of products featuring Mario. Less educational, but more fun, is Mindscape's Affred Chicken. The unlikely feathered hero should appear in the

The Ren & Stimpy Show: Fire Dogs is the latest cartoon craziness from T*HQ. Home Alone 2: Kevin's
Dream for Game Boy is also on the way soon. But the
biggest news from T*HQ is a couple of titles for the end
of the year, seaQuest, based on the bit NBC series, and
The Mask. Sculptured Software, one of the best develop-

The Mask. Sculptured Software, one of the best development companies around, has taken the seaQuest project and another Ren & Stimpy title: Time Dogs. Our Pak Watch sources at T*IQ say that the company has a new focus on quality, which is good news for gamers.

In other news, Capcom has released a video tape that demonstrates combinations and strategies for Street Fighter II Turbo. Some of the top Street Fighter II players show off combos in slow motion so you can catch all the moves.

Fans of the Ranma 1/2 comics can now play DTMC's Ranma 1/2 martial arts fighter for the Super NES or watch their favorite characters on a new cartoon series of video tapes that have been dubbed in English. The Ranma fan club has been growing in the U.S. into a sort of cult status. It's a mix of humor and martial arts, and a panda. Weird, yes, but also fun.

More players will be able to have more fun starting this month when Hudson Soft releases its multi-player adapter, the Multi-tap, on its own without Super Bomberman. Games like Secret of Mana and Madden NFL '94 take on a whole new flavor when played as multi-player games.



FUTURE GAMES

FOR THE

SUPER NES

Name	Approximate Release
Alfred Chicken	Winter '94
Beauty And The Beast	Winter '94
Bugs Bunny: Rabbit Rampage	Winter '94
Choplifter III	Winter '94
Claymates	Winter '94
Flashback	Winter '94
Jungle Book	Winter '94
Lester The Unlikely	Winter '93
Lord of the Rings	Winter '94
Metal Merines	Winter '94
Mickey's Ultimate Challenge	Winter '94
NBA Jam	Winter '94
NFL Quarterback Club	Winter '94
Pink Goes To Hallywood	Winter '94
RoboCop Vs. The Terminator	Winter '94
Soldiers Of Fortune	Winter '94
Speedy Gonzales	Winter '94
Star Trek: The Next Generation	Winter '94
Super Battletank 2	Winter '94
T2 The Arcade Game	Winter '94
TMNT Tournament Fighter	Winter '94
Turn And Burn: No Fly Zone	Winter '94
Winter Olympics Games	Winter '94
Wolfenstein 3-D	Winter '94
X-Kaliber	Winter '94
Young Merlin	Winter '94

GAME BOY

Batman: The Animated Series	Winter '94
F-1 Pole Position	Winter '94
Itchy & Scratchy: Teed Off	Spring'94
John Madden Football	Spring'94
Tetris 2	Winter '94
TMNT 3	Winter '94

NES

Alfred Chicken	Winter '94
Asterix	Winter '94
Chip 'N Dale Rescue Rangers 2	Winter '94
Ren & Stimpy: Buckeroo\$	Winter '94

COMING IN FEBRUARY, VOLUME 57

CATCH THE LATEST SUPER NES REVIEWS

- ★ Bugs Bunny: Rabbit Rampage
- **★ Inspector Gadget**
- ★ Lester the Unlikely
- **★** Skyblazer
- **★** Choplifter III

Next month brings you some high powered games, including the visually stunning Bugs Bunny Rabbit Rampage. If you enjoyed watching Warner Bros. cartoons, you're going to love this game!



ALL NEW SPORTS SCENE

With the snow falling in the mountains, and the ski slopes in full swing, next month is the perfect time to show off the latest winter sports games! Whether you like to hit the ice or shred the slopes, the action is here next month.

Don't Miss It!

HOT GAME BOY TITLES

•Spider-Man & The X-Men in Arcades Revenge

•The Simpsons:

Bart & the Beanstalk

JEWS FLASH

STARTROPICS SEQUEL ARRIVES



ike Jones, the hero of StarTropics,

returns to the NES in a bigger and better action adventure. Zoda's Revenge sends him hoping through space and time to collect seven invaluable items. Adventure Game fans had better watch for this game!



NEW POWER PLAYER'S CHALLENGE

So you think you're a pretty good game player? Well here is your chence to prove a Post your scores against other players and you may gain fama and glory Check out next month's Super Power Club Challenge!

114 NINTENDO POWER

These Nintendo Power issues are available individually. Add them to your collection! They contain these exciting reviews:

Volume 48 (May. '93): The Lost Vikings. Volume 48 (May. "93): The Lost Vikings, Shadowrun, Battun Returns, The Logend of Zelda: Link's Awakening. Zen Intergalactic Ninja (Gome Boy), Ring Rage, Great Greack, Kirby's Adventure, Incredible Crash Dumiles (NES), Super Turrican. Volume 49 (June "93): 8.0,8. Tar-mania, Super Casino Games, Tashi's Cookie, Battletoads in Battleandaics, Battletoads in Ragnarok's World, Bubble Bobble 2 (Game Boy), Titus the Fox, Raging Fighter, Battletaads and Double Dragon, Fire 'n Ice. Volume 50 (July '93): WWF Royal Rumble, Run Saber, E.V.O. The Search for Eden, Edutainment Games, Bubsy in Claws Encounters of the Furred Kind, The Legend of Zeldo: Link's Awakening. Gargoyle's Quest II (Game Boy), 72: The Arcade Game, The Addams Family—Pugsley's Scavenger Hunt (NES), Mighty Final Fight, Bubble Bobble 2 (NES)

(NES).
Volume S1 (Aug. '93): Street Fighter II Turbo,
Zombies Ate My Neighbors, Allen' (Super NES),
Goof Troop, Nigel Mansell's World Championship,
Speedy Gonzalez, Star Trek: The Next Generation,
4-in-1 Funpok Vol. II, Jurassic Park (NES), King's Quest V.

Volume 52 (Sept. '93): Final Fight 2, The 7th Saga, Super Mario All-Stars, Rock 'N Roll Racing, Fami Super mand All-Stars, Rock 'N Roll Racing, Family Feud, Final Fantasy Legend III, Felix the Cat (Game Boy), Pinball Dreams, Indiana Jones & The Last Crusade, Tiny Toon Cartoon Workshop. Valume \$3 (Oct. '93): Super Empire Strikes Back,

Mortal Kombat, Super Bomberman, Plok, Cool Spot. Pac-Attack, Wing Commander: The Secret Missions, Mortal Kambat (Game Bay), Sports Illustrated Championship, Jurassic Park (Game Boy), WWF King of the Ring, Lemmings (Game Boy), Battleship (NES), The Flintstones—The Surprise at Dinosaurs Peak.

Volume 54 (Nov. '93): The Secret of Mana, Super NES Sports, SimAnt, Aero the Acro-Bat, Jurass Park (Super NES), ActRaiser 2, Ultima: Runes of Virtue II, Kirby's Pinball Land, Gear Works. T.M.N.T. Tournament Fighter (NES), Pac-Man/Ms.

Poc.Mon Volume 55 (Dec. '93): Disney's Aladdin, NHL

Stanley Cup, Clay Fighter, Daffy Duck: The Marvin Missions, Battle Cars, Super Scope Roundup, Tom & Jerry: Frantic Antics (Game Boy), Mega Man VI (NES), Tetris 2 (NES).

Issues from our first three years are available in special collector's sets. You won't find these extremely helpful issues at newsstands!

Super Mario Bros. 2 Ninia Gaiden Castlevania II Simon's Quest Zelda H-The Adventure of Link

TMNT



included in the First Year Set.



Mega Mon II Dragon Warrior Super Maria Bros. 3 Tetris Final Fantasy

Six of the most popular NES games of all time are featured in volumes 7 through 12.

Super Mario Bros. 3 Rescue Rangers Ninja Gaiden II Maniac Mansion Final Fantasy Dr. Morie 4-Player Extra



The Third Year Set (Vols. 13-19) carries on the Nintendo Power tradition of reviewing the very best games. It also includes our four popular Strategy Guide issues!

TIP BOOKS:

The Legend of Zelda: Tips and Tactics How to Win at Super Mario Bros.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order them by phone with VISA or MasterCard.



edition Mega Man X milk caps. There are three different sets of six. As collectibles, milk caps are very much like trading cards. If you haven't started your milk cap collection yet, the Mega Man X set is a great

place to start!



HOW THE MILK CAP GAME IS PLAYED:

To play, you need milk caps or simulated milk caps referred to as "POGs." Two to six players work well for the game. All players agree to put a certain number of milk caps (usually four) into a straightened stack. The players then decide who will take the first turn. The first player takes a milk cap designated as a "slammer" and throws it down onto the milk can stack. The player must release the slammer

before it makes contact with the stack. The object of throwing the slammer down onto the stack is to flip over as many milk caps as possible. The player gets to keep any milk caps that are flipped over. The stack is then straightened out again and the next player takes his turn. The players take turns until the last can has been flipped over. The players can also agree to play for a set number of rounds or time limit.



On page 14 of your Super Power Supplies catalog, the Classic Character Calendar can be found. It's one of the most original and special items in the whole catalog. It's really big and it's an excellent way to spruce up your wall! The rotating disc system is ultra-cool.



These seven screen shots were taken from the endings of popular Super NES games. What games are they from?









WAY COOL

Super colors beat the competition.

Way more.

Power graphics drive excitement.

Way beyond.

Mega titles grab the gamers.

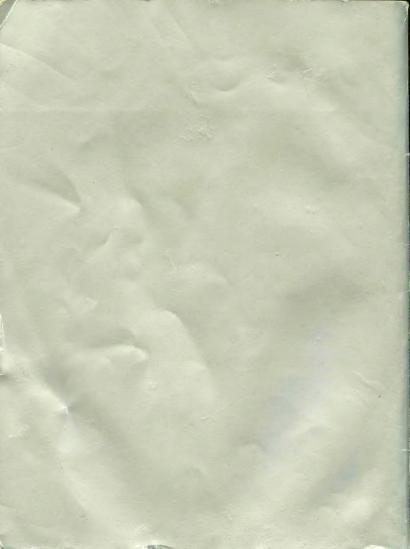
Way preferred.

Super NES. The only way to be.

Way Cool.









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